SUPER MARIO ALL-STARS

Nintendo®

PLAYER'S GUIDE

The only official guide to Super Mario All-Stars – straight from the pros at Nintendo!

SUPER MARIO BROS.
SUPER MARIO BROS. 2
THE LOST LEVELS
SUPER MARIO BROS. III

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SUPER MARIO ALL-STARS Player's Guide is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
SUPER MARIO ALL-STARS Player's Guide is published at $15 in the U.S.A. ($21 in Canada) only by Nintendo of America Inc., 4820-150th Ave. NE, Redmond, Washington, 98052.
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YOUR GUIDE TO THE ULTIMATE ALL-STAR GAME

If you want to know where to go and how to get there in the four Koopa-crushing adventures of Super Mario All-Stars, there's no better source than this brick by brick, level by level map and tip collection. From the first Goomba encounter of Super Mario Bros. to the final fight aboard the battleship of Super Mario Bros. 3, this guide will show you how to collect every Coin, stomp every critter and save the inhabitants of the Mushroom Kingdom and beyond.

Some of the Super Mario All-Star adventures will be familiar to you if you're a long time NES enthusiast. But you may not know how to clear the underground mazes of Super Mario Bros. or what the most direct route to Wart is in Super Mario Bros. 2 or where all of the Frog Suits are in Super Mario Bros. 3. This guide will give you the answers to those mysteries and more.

Plus, you'll get the scoop on the Lost Levels; 13 Mushroom Kingdom worlds that have never before been revealed to NES or Super NES players. Discover the obstacles, enemies and secret passages of the Super Mario Bros. sequel that was once considered too challenging for North American players.

Super Mario All-Stars features four games; all of them remade to take advantage of the 16-bit graphics and great stereo sound of the Super NES. It also includes a built-in battery which allows players to store the progress of as many as 16 different playing sessions. This is truly a mega-Game Pak. And the only way to know about all of the features of the game, all of the winning tips and all of the right moves to make is to consult this mega-Player's Guide.

Even if you've already completed the NES versions of the adventures that have been remade for Super Mario All-Stars, you should consult the guide to make sure that you haven't missed one super cool strategy or a level full of new graphics that make the adventures look completely different from how you remember them.

There's no doubt about it. This guide will make you an absolute authority on everything that matters in Super Mario All-Stars.

LOOK FOR MORE NINTENDO PLAYER'S GUIDES FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

SUPER MARIO ALL-STARS

Nintendo®

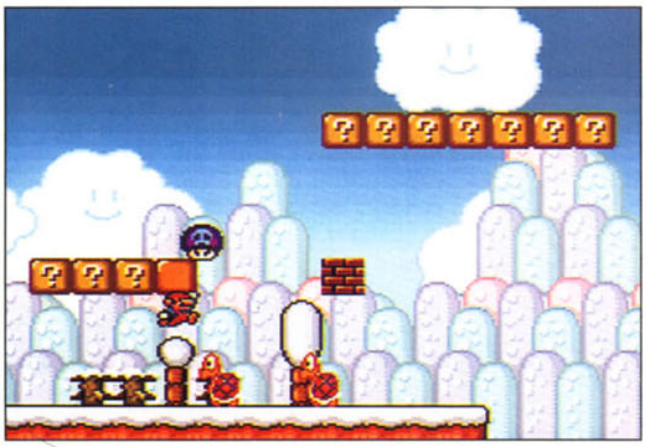
PLAYER'S GUIDES

SUPER MARIO
ALL STARS

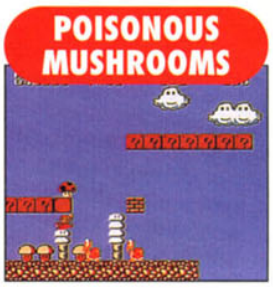
CLASSICS REVISITED

Super Mario All-Stars features the chart-topping trilogy of NES Super Mario Bros. classics with brilliant 16-bit graphics and sound, along with a 13-world challenger that has never before been made available to North American players. Released in Japan as the sequel to the original Super Mario Bros. game, this super tough Mushroom Kingdom adventure is now known as the Lost Levels.

SUPER MARIO BROS. –THE LOST LEVELS–



POISONOUS MUSHROOMS



Some Mushrooms now power-down your plumber as seen here in the Super NES and original Japanese versions.

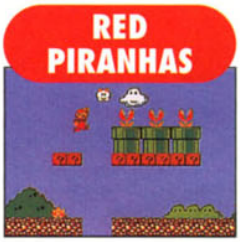
Warp Zones send heroes both forward and backward in this challenging adventure.

WEIRD WARPS

SUPER SPRINGS

These devices add to your air time.

RED PIRANHAS



These plumber-eaters don't back down.

SUPER GRAPHICS & SOUND

With the 16-bit processor of the Super NES, the original Super Mario Bros. games are now presented with more detailed graphics and fuller sound.

SUPER MARIO BROS.

NES

Underground passages have a cave-like background and echoing sound effects.

NES

Bowser's digs have been decorated with portraits of the king.

SUPER MARIO BROS.2

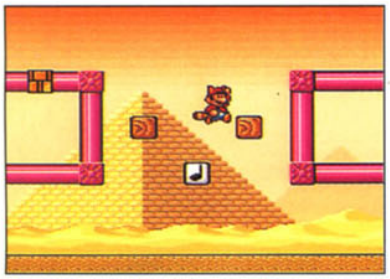
NES

Among the graphic changes is the addition of a menacing mask background.

NES

A desert canyon can now be seen in the distance in this stage.

SUPER MARIO BROS.3

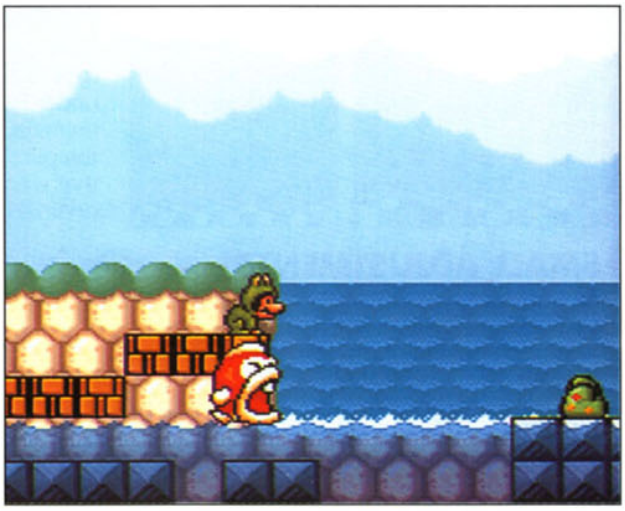


NES

The desert of Super Mario Bros. 3 now includes a pyramid in the background and a gradated sky.

NES

The great graphics of Super Mario All-Stars allow for clear water in the flooded courses of Super Mario Bros. 3. This guarantees smooth sailing for adventurers who can see swimming creatures before they jump out from the murk.



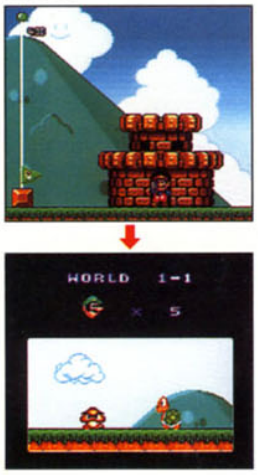
NEW FEATURES

In addition to enhanced graphics and sound, and the discovery of the Lost Levels, a few minor changes have been made to improve the classics.

SUPER MARIO BROS.

•EQUAL TIME

During two-player games, players used to switch off only when one character lost a life. Now, control changes upon the loss of a life or the completion of a level. This gives players more equal playing time.



SUPER MARIO BROS. 2

•HIGHER STAKES

The Slot Machine features two new pay-offs. You'll earn three Coins if two Sevens appear when the wheel stops. Three Sevens will net you ten extra lives.

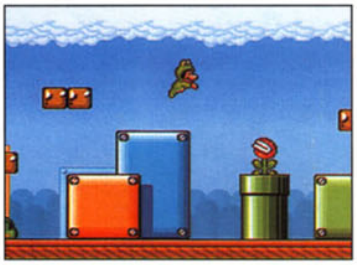
•CHARACTER SWITCH

In the original version of this game, you could switch characters only upon the completion of each stage. Now, you can also choose to control a different character if your current character has lost a life.

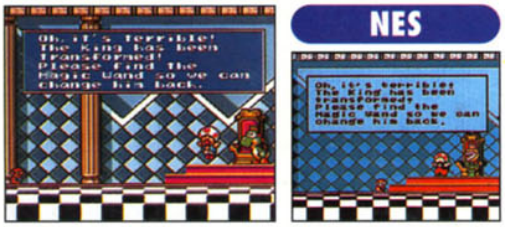
SUPER MARIO BROS. 3

•POWER-UP HOLD OVER

The battery back-up keeps track of the worlds that you have conquered and the items that you have accumulated. When you select a saved file, the levels of the current world will return to their uncleared state, but you'll have the saved items. This feature makes it possible to carry advanced items into early stages.



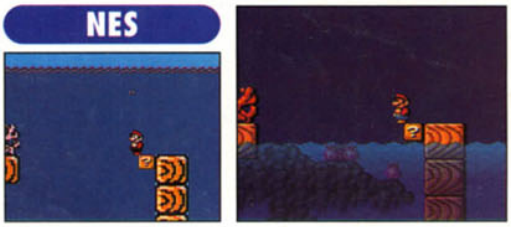
•KINGS CHANGE



The rulers of the kingdom have been transformed by Iggy and the other stooges under Bowser's control into animals. This new version of the game features creatures that were not used in the original NES version.

•SMALL ADJUSTMENTS

Over the years, a few tricks have been discovered that relate to the design of the stages such as the tip that allows your character to swim against the current in Stage 4-4. These items have now been corrected.



BATTLE GAME
–MARIO BROS.CLASSIC–

Two players clash in a round of the original Mario Bros. game to claim levels and items in the NES version. The new version offers this battle as an option at the beginning.

SUPER MARIO ALL-STARS

SUPER MARIO BROS.™

MARIO'S POWER-UPS

When trouble heads Mario's way, there are (luckily) several ways you can Power-Up to get out of a tight spot or two. Mario can pour on the speed to hot foot it out of trouble. He can get BIG, and he can make things hot for the bad guys.

SUPER MUSHROOM
FIRE FLOWER
MARIO
Mario starts out Small. In this form, he can run and jump, but one hit and he's done!
SUPER MARIO
With a Mushroom Power-Up ("P" on the map) Mario can take two hits.
FIERY MARIO
Once you are Super Mario, the "P"blocks will give you a Fire Flower. Pick one and gain Fireball power!

MARIO MOVES

Mario is a fellow of many tricks when it comes to trouble. He runs, jumps, dashes, does a dash jump, stomps his feet, ducks and is a master of the flaming Fireball.

JUMP

When Mario is at a standstill, press "A" and up he goes.

DASH

To hightail it out of a trouble spot, press "B." Run for it!

DASH JUMP

It's a great move. Press "A" while running. Wow!

STOMP

The idea is to stop bad guys with a bonk. Ouch!

STOMP AND CHASE

After Mario stomps a Koopa Troopa, he can give it a kick and chase it while it clears the path, until it hits a block, that is a block in the road.

DUCK

Timing is everything if you are trying to duck out of trouble.

FIREWORKS

Fireworks can be set off when you jump onto the pole at the end of each level. Make sure the last digit of the timer shows 1,3 or 6!

ENEMIES

SUPER MARIO BROS.™

Poor Mario. When you see this lineup of bad guys, you may wonder how he'll ever get to the Princess. He may be up against some crabby rascals like these, but he always has a way to get through in the end.

1 GOOMBA

It's easy to get rid of a Goomba. Fireballs, a quick stomp or a hit from below will do it.

2 RED KOOPA TROOPA

The Red Koopa Troopa won't approach Mario. Give it a kick!

3 GREEN KOOPA TROOPA

Stun'em with a jump then kick-and-chase. Or, toss'em a Fireball to clear the way.

4 RED KOOPA PARATROOPA

Winged turtles take two hits--one to clip their wings, one more to send them sailing.

5 GREEN KOOPA PARATROOPA

The green ones are less dangerous than the red. A slow floater. Stomp!

6 BUZZY BEETLE

He's fireproof! Stomp on him, and he stops moving for a while.

7 HAMMER BROTHERS

These twin turtles try to block Mario's way. Try Fireballs or a hit from below.

8 LAKITU

He drops spiny eggs on Mario. Get him by jumping on him from above.

9 SPINY EGG

The only thing that works is a Fireball. Turn up the heat!

10 SPINY

Spiny throws this nasty little pest from the sky. Thorny!

11 PIRANHA PLANT

Touch a Piranha's pipe to keep it out of sight. Jump over them with care.

12 CHEEP CHEEP

He appears from below, but then attacks from overhead."Cheep trick!"

13 BLOOPER

This enemy lives in the water. You can deep-six him right where he lives.

14 BULLET BILL

He zips through the land at high speed. Jump on top for points.

15 PODOBOO

This lump of lava is a real hot spot. Just try to avoid it!

16 FIRE-BAR

Great balls 'o fire! All in a row. Stay cool. Watch your timing.

17 BOWSER

Bower lurks at the end of every world ready to attack. Try a Fireball. Or steal his ax, and chop the bridge.

KEY

Know the time limit for your current stage.

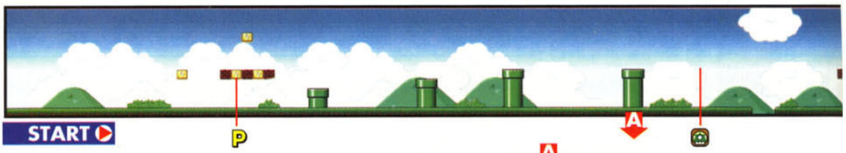
This is the maximum number of Coins on the best route through the stage.

There are five difficulty ratings from A(Easy)to E(Hard).

Look for the types of enemies, listed by number,that are encountered in this stage.

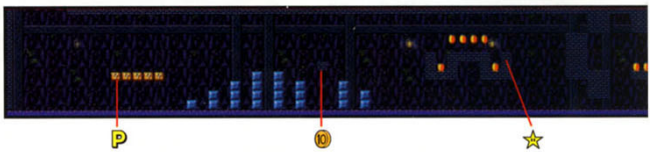
MAP SYMBOLS AND KEY	
P	POWER-UP ITEM
☆	INVINCIBLE STARMAN
	1-UP MUSHROOM
	HIDDEN 1-UP MUSHROOM
10	TEN COIN BLOCK
	HIDDEN COIN BLOCK
	VINE

WORLD 1-1



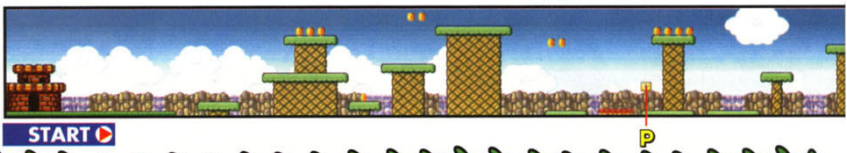
TIME ▶ 400 COINS ▶ 23
DIFFICULTY ▶ A ENEMIES ▶ 1 3 11

WORLD 1-2



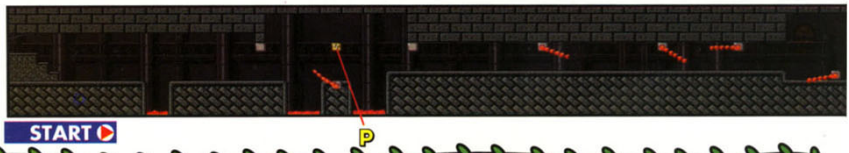
TIME ▶ 400
COINS ▶ 68
DIFFICULTY ▶ B
ENEMIES ▶ 1 2 3 11

WORLD 1-3

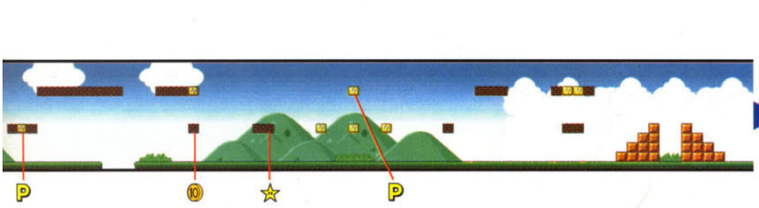


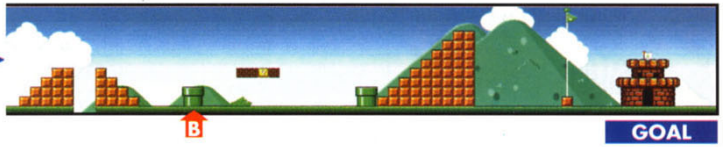
TIME ▶ 300 COINS ▶ 23 DIFFICULTY ▶ C ENEMIES ▶ 1 2 4

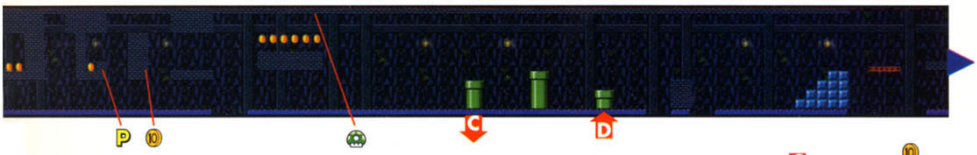
WORLD 1-4



TIME ▶ 300 COINS ▶ 6 DIFFICULTY ▶ B ENEMIES ▶ 16 17

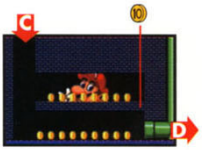


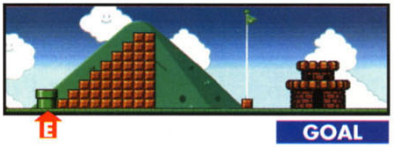




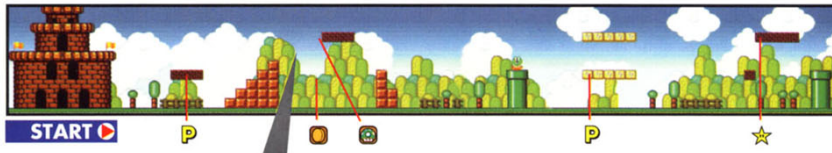
READY FOR THE WARP ZONE?

Here's the ultimate speedway to success. Hitch a lift to the top of the screen and walk to the right. You'll then fall into a Warp Zone! Skip ahead to World 2,3,or 4!





WORLD 2-1



TIME ▶ 400
COINS ▶ 75
DIFFICULTY ▶ B
ENEMIES ▶ ⑪⑤③①

GRAB A 1-UP 'SHROOM!

Actually, you can find two kinds of 1-UP Mushrooms. The ones hidden in the visible blocks always pop out. But 1-UPs hidden in invisible mid-air blocks are a bit harder. You'll need lots of luck,or these maps,to find them all! Go for it!

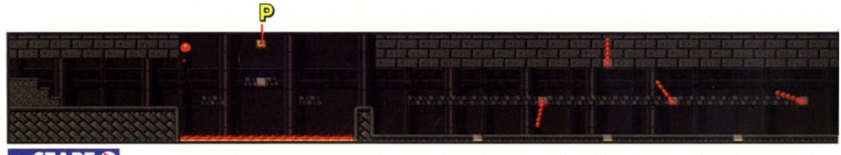
WORLD 2-2

TIME ▶ 400
DIFFICULTY ▶ D
COINS ▶ 28
ENEMIES ▶ ⑬⑫

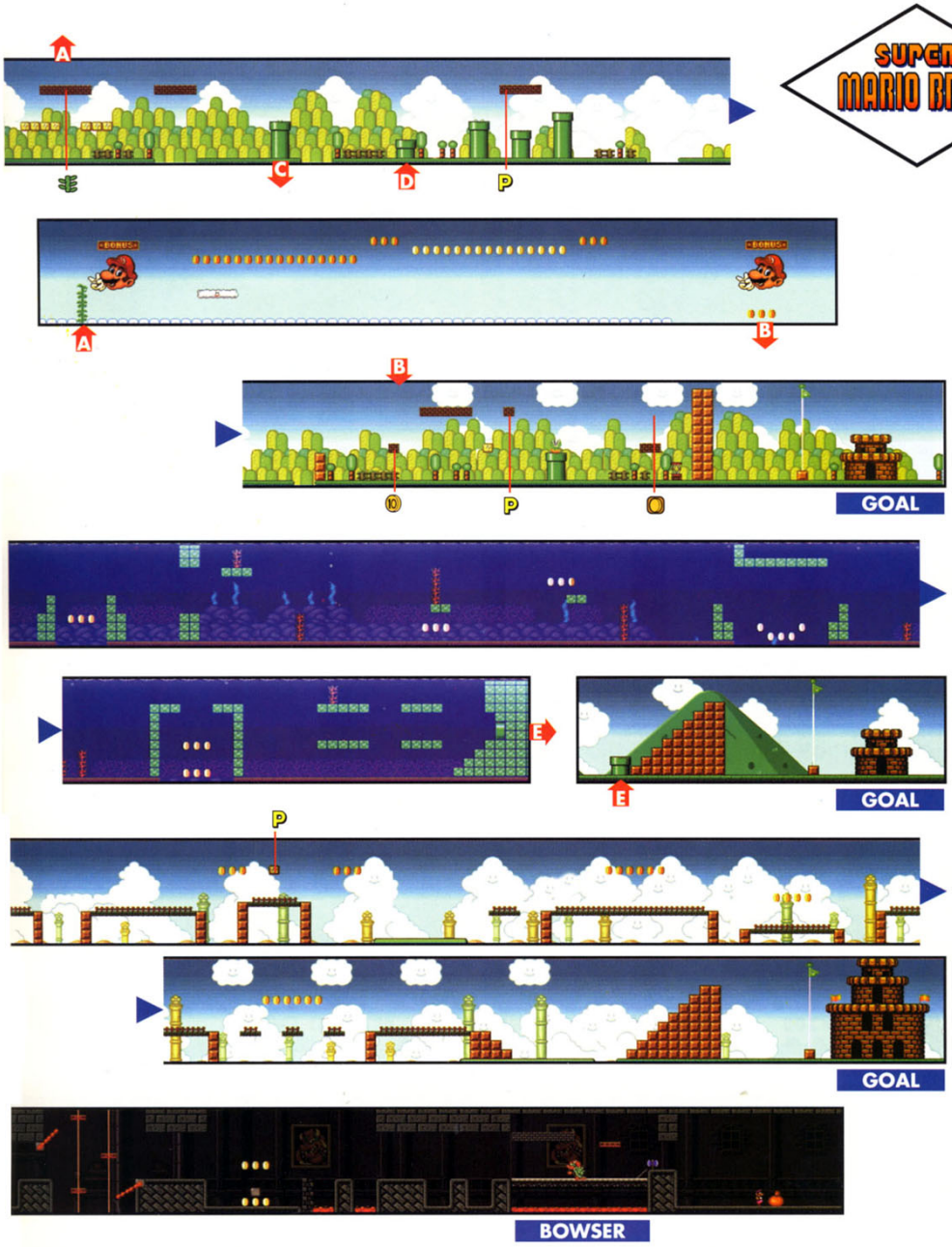
WORLD 2-3

TIME ▶ 300
COINS ▶ 35
DIFFICULTY ▶ D
ENEMIES ▶ ⑫

WORLD 2-4



TIME ▶ 300
COINS ▶ 6
DIFFICULTY ▶ B
ENEMIES ▶ ⑰⑯⑮


SUPER MARIO BROS.™
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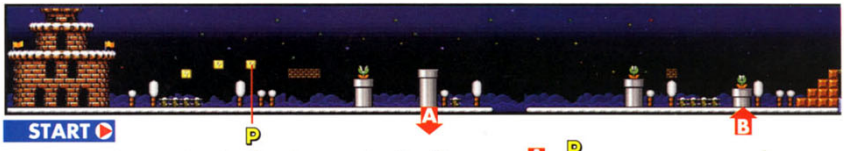
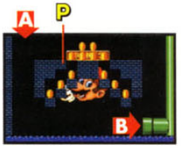
GOAL
BOWSER

WORLD 3-1



TIME ▶ 400 COINS ▶ 77
DIFFICULTY ▶ C ENEMIES ▶ ❶❸❺❼❶



UNLIMITED 1-UP

On the stairs near the end of World 3-1, stomp on the second Koopa Troopa. Jump down to the next lower step. Leap and hit the left edge of the shell to knock it into the step.

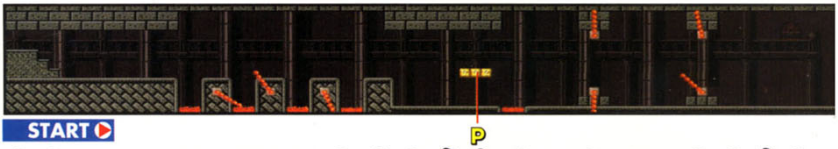
WORLD 3-2

TIME ▶ 300 COINS ▶ 17
DIFFICULTY ▶ B ENEMIES ▶ ❶❸❺❶

WORLD 3-3

TIME ▶ 300 COINS ▶ 22 DIFFICULTY ▶ C ENEMIES ▶ ❶❷❹

WORLD 3-4

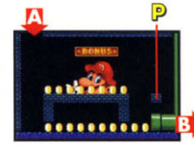


TIME ▶ 300 COINS ▶ 5 DIFFICULTY ▶ D ENEMIES ▶ ⓯⓰⓱

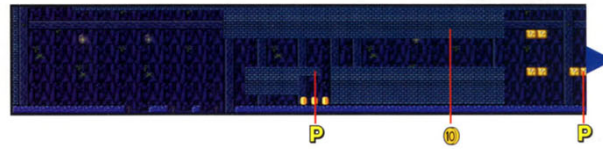
C
P
C
D
D
P
GOAL
GOAL
GOAL
BOWSER

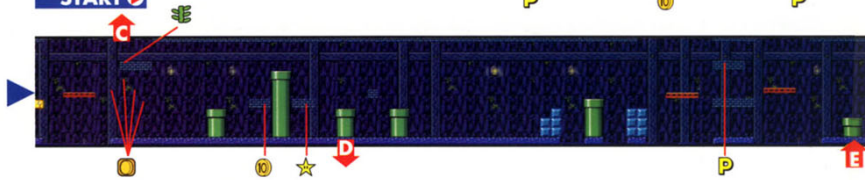
WORLD 4-1

TIME ▶ 400 COINS ▶ 49
DIFFICULTY ▶ D ENEMIES ▶ 8 9 10 11



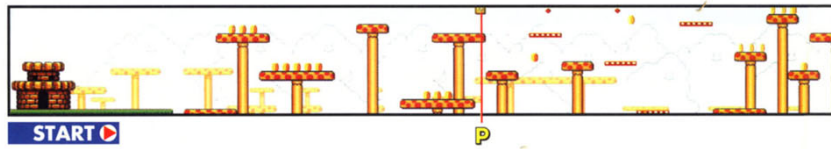
WORLD 4-2



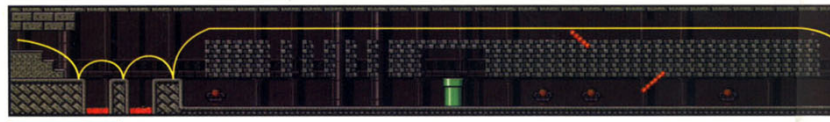


TIME ▶ 400 COINS ▶ 53
DIFFICULTY ▶ C ENEMIES ▶ 1 3 6 11

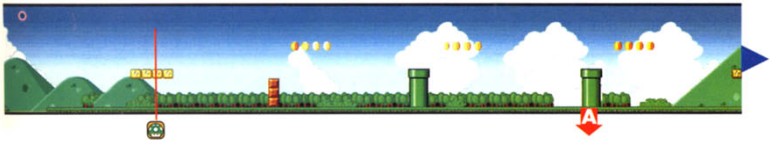
WORLD 4-3



WORLD 4-4



TIME ▶ 400 COINS ▶ 0 DIFFICULTY ▶ C ENEMIES ▶ 15 16 17



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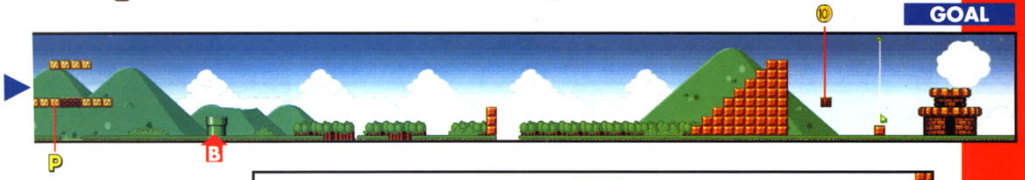
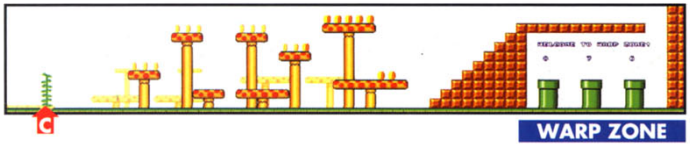
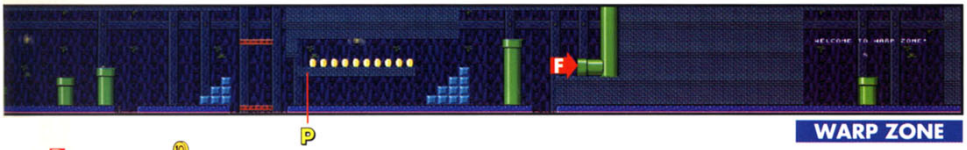
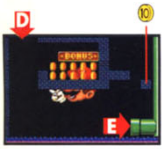
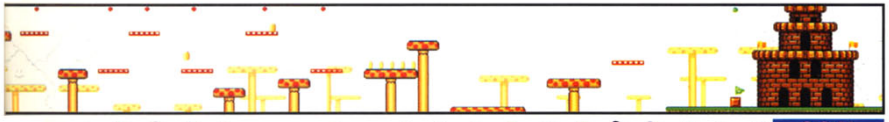
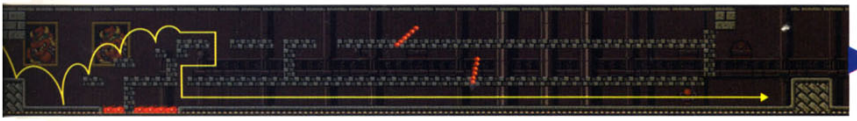








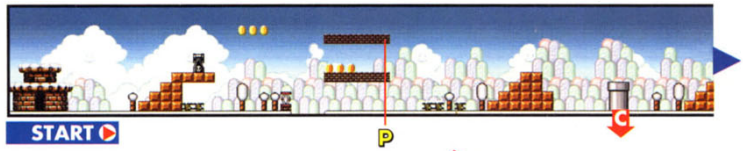


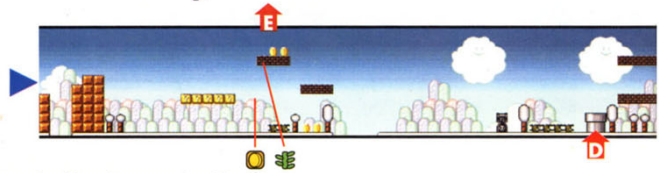


WORLD 5-1

TIME ▶ 300 COINS ▶ 20
DIFFICULTY ▶ C ENEMIES ▶ ❶❸❺⓫⓮

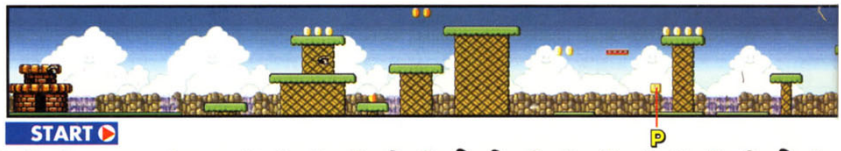
WORLD 5-2





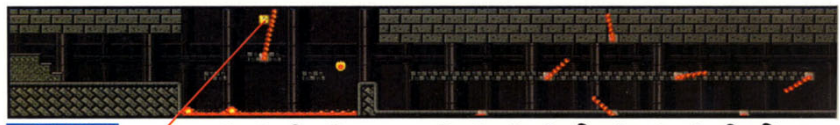
TIME ▶ 400 COINS ▶ 69
DIFFICULTY ▶ E ENEMIES ▶ ❶❸❺❻❼⓫⓬⓭⓮

WORLD 5-3

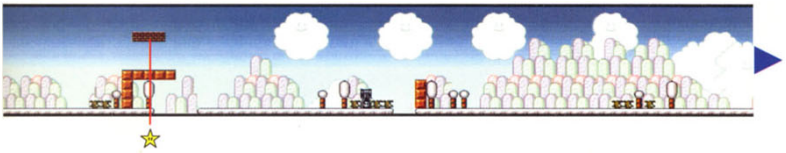


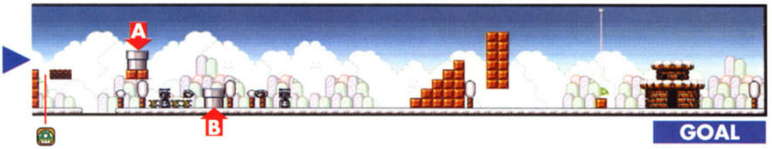
TIME ▶ 300 COINS ▶ 23 DIFFICULTY ▶ D ENEMIES ▶ ❶❷❹⓮

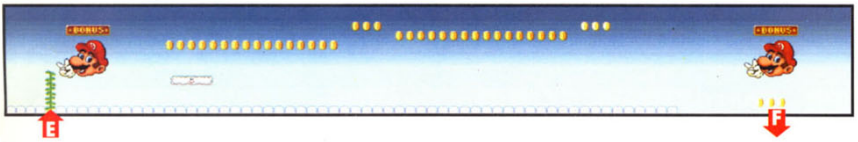
WORLD 5-4

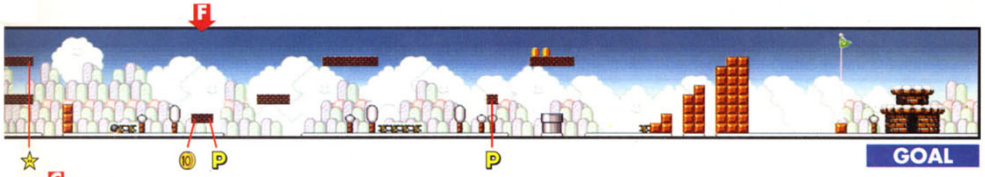


TIME ▶ 300 COINS ▶ 6
DIFFICULTY ▶ D ENEMIES ▶ ⓯⓰⓱



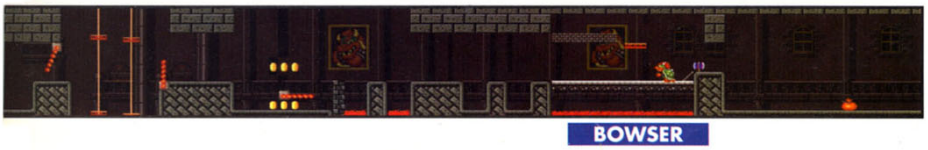

A
B
GOAL


BONUS
BONUS
E
F

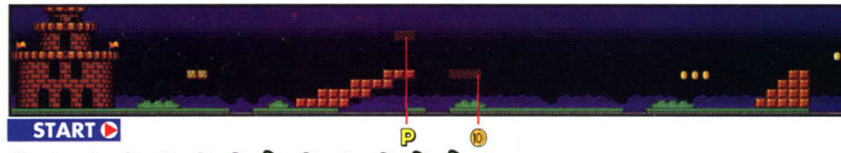

F
10
P
P
GOAL

C
D

GOAL

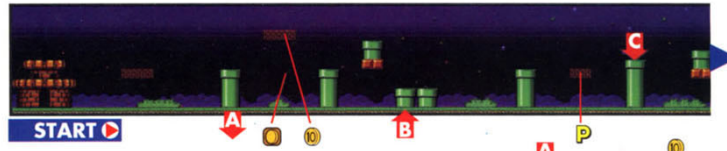

BOWSER

WORLD 6-1

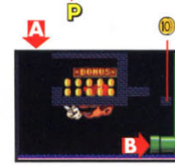


TIME ▶ 400 COINS ▶ 33
DIFFICULTY ▶ D ENEMIES ▶ 8 9 10 11

WORLD 6-2



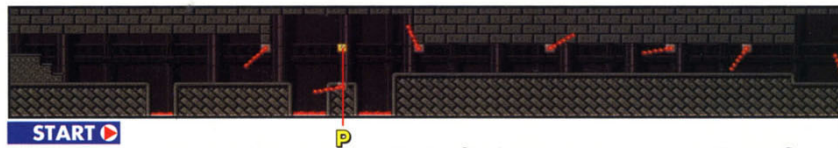
TIME ▶ 400 COINS ▶ 70
DIFFICULTY ▶ C ENEMIES ▶ 1 3 5 6 11 12 13



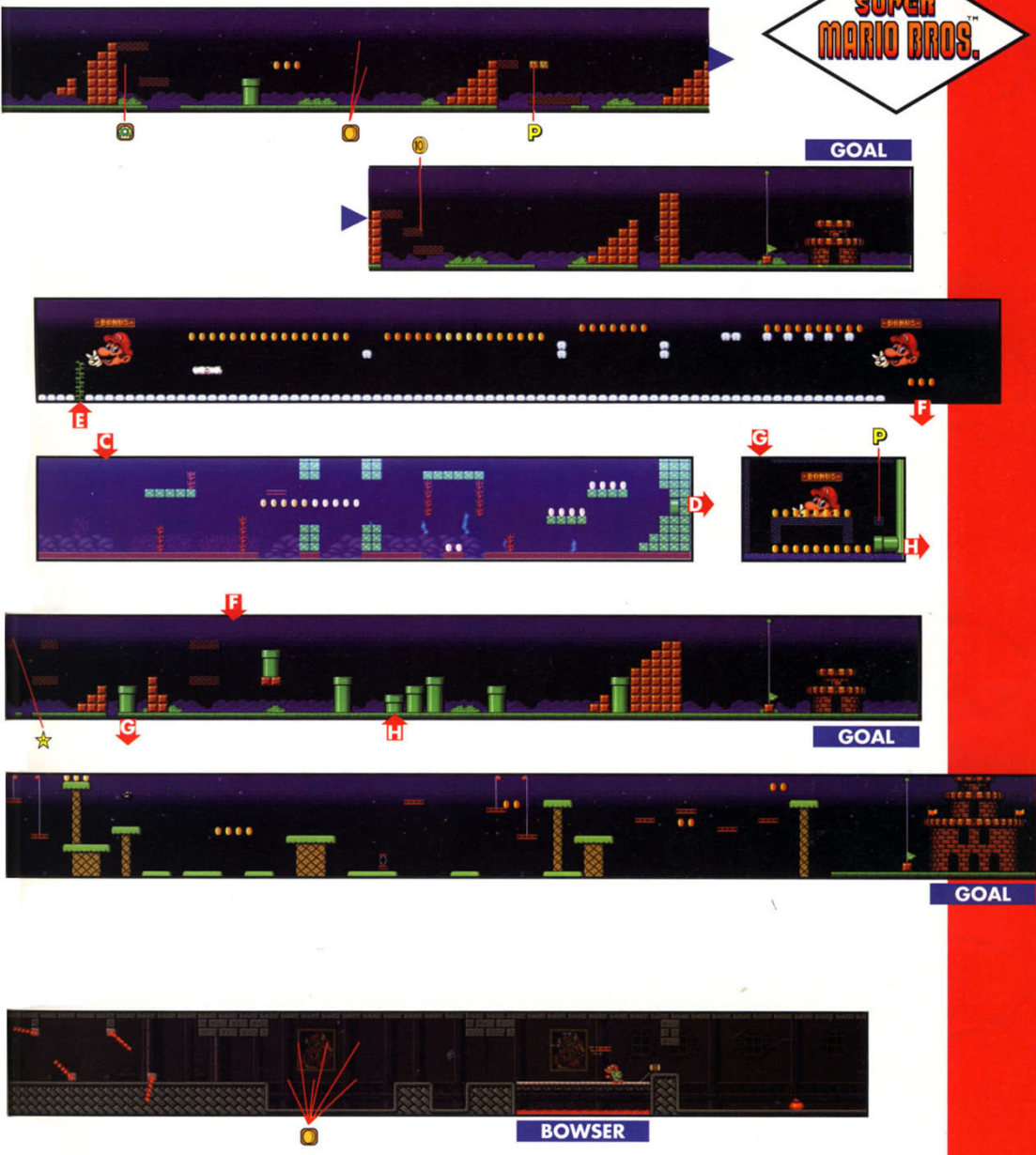
WORLD 6-3

TIME ▶ 300 COINS ▶ 24 DIFFICULTY ▶ D ENEMIES ▶ 14

WORLD 6-4



TIME ▶ 300 COINS ▶ 6 DIFFICULTY ▶ D ENEMIES ▶ 15 16 17


SUPER MARIO BROS.™
GOAL
BONUS
E
F
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H
GOAL
GOAL
BOWSER

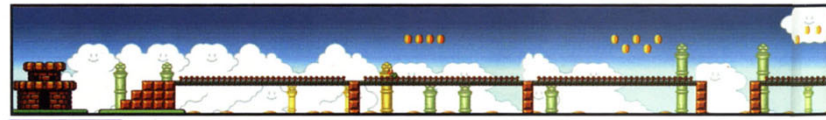
WORLD 7-1

TIME ▶ 400 COINS ▶ 33
DIFFICULTY ▶ E ENEMIES ▶ ③⑤⑥⑦⑪⑭

WORLD 7-2

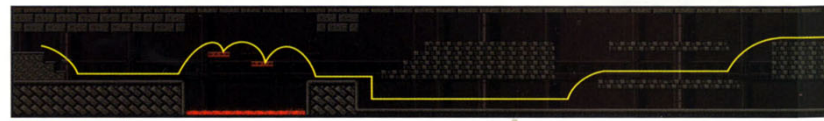
TIME ▶ 400 COINS ▶ 28
DIFFICULTY ▶ D ENEMIES ▶ ⑫⑬

WORLD 7-3

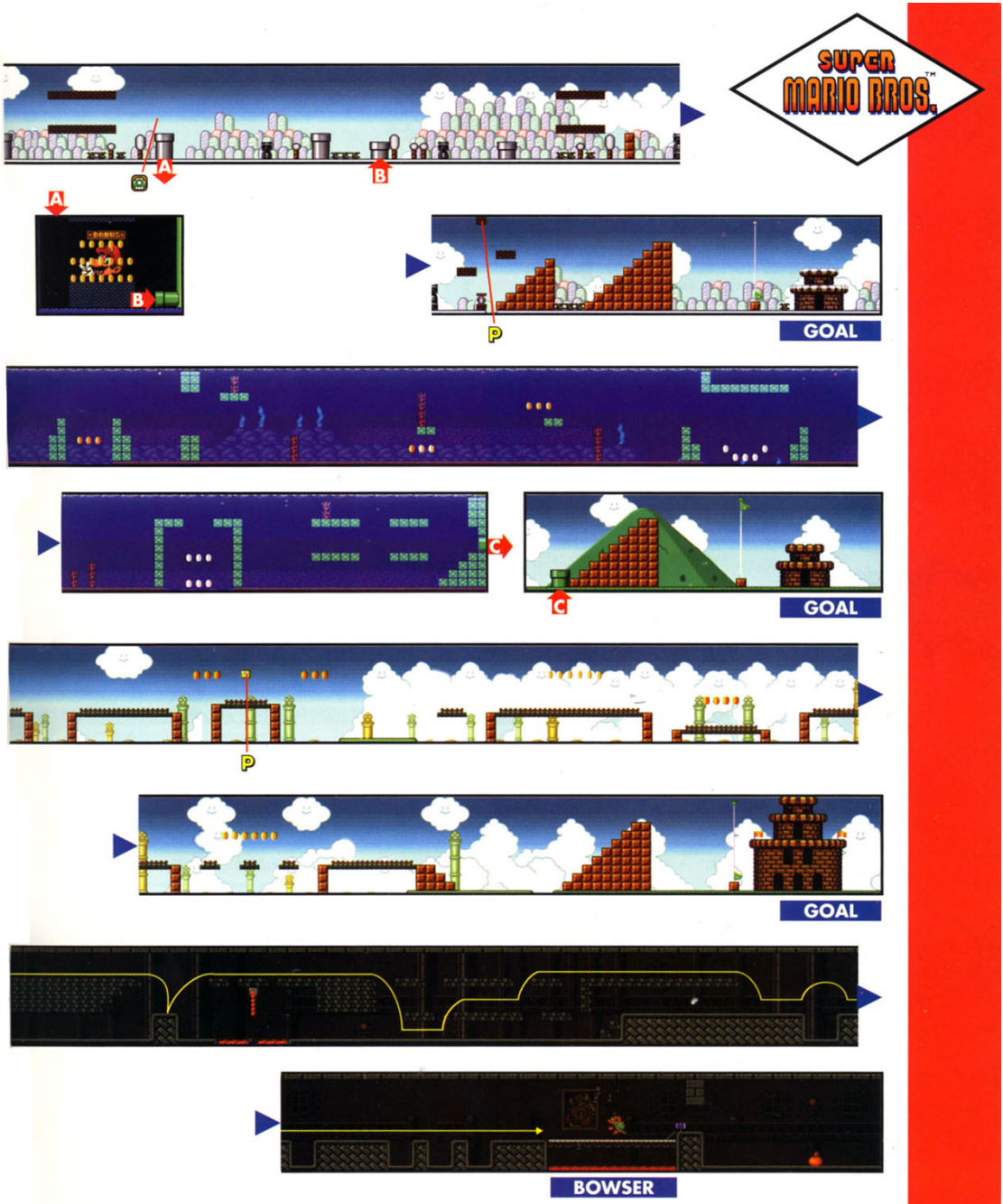


TIME ▶ 300 COINS ▶ 35
DIFFICULTY ▶ E ENEMIES ▶ ②⑤⑫

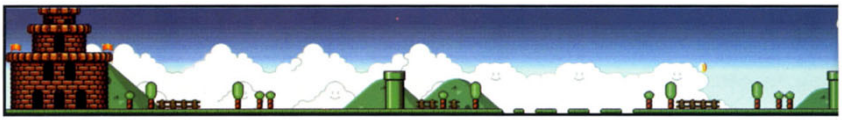
WORLD 7-4



TIME ▶ 400 COINS ▶ 0
DIFFICULTY ▶ D ENEMIES ▶ ⑮⑯⑰


SUPER MARIO BROS.™
A
B
A
B
BONUS
P
GOAL
C
C
GOAL
P
GOAL
BOWSER

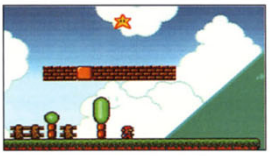
WORLD 8-1



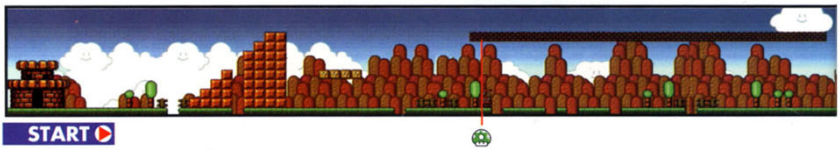
TIME▶300 COINS▶15
DIFFICULTY▶D
ENEMIES▶❶❸❺❻⓫

INVINCIBLE STARMAN

The third Block in this row is where a particularly speedy Starman calls home. Bump the Block and catch him fast, because you'll need his power in the areas ahead.



WORLD 8-2



TIME▶400
COINS▶24
DIFFICULTY▶E
ENEMIES▶❶❺❻❽❾
❿⓫⓮

GO FOR THE BROAD JUMP

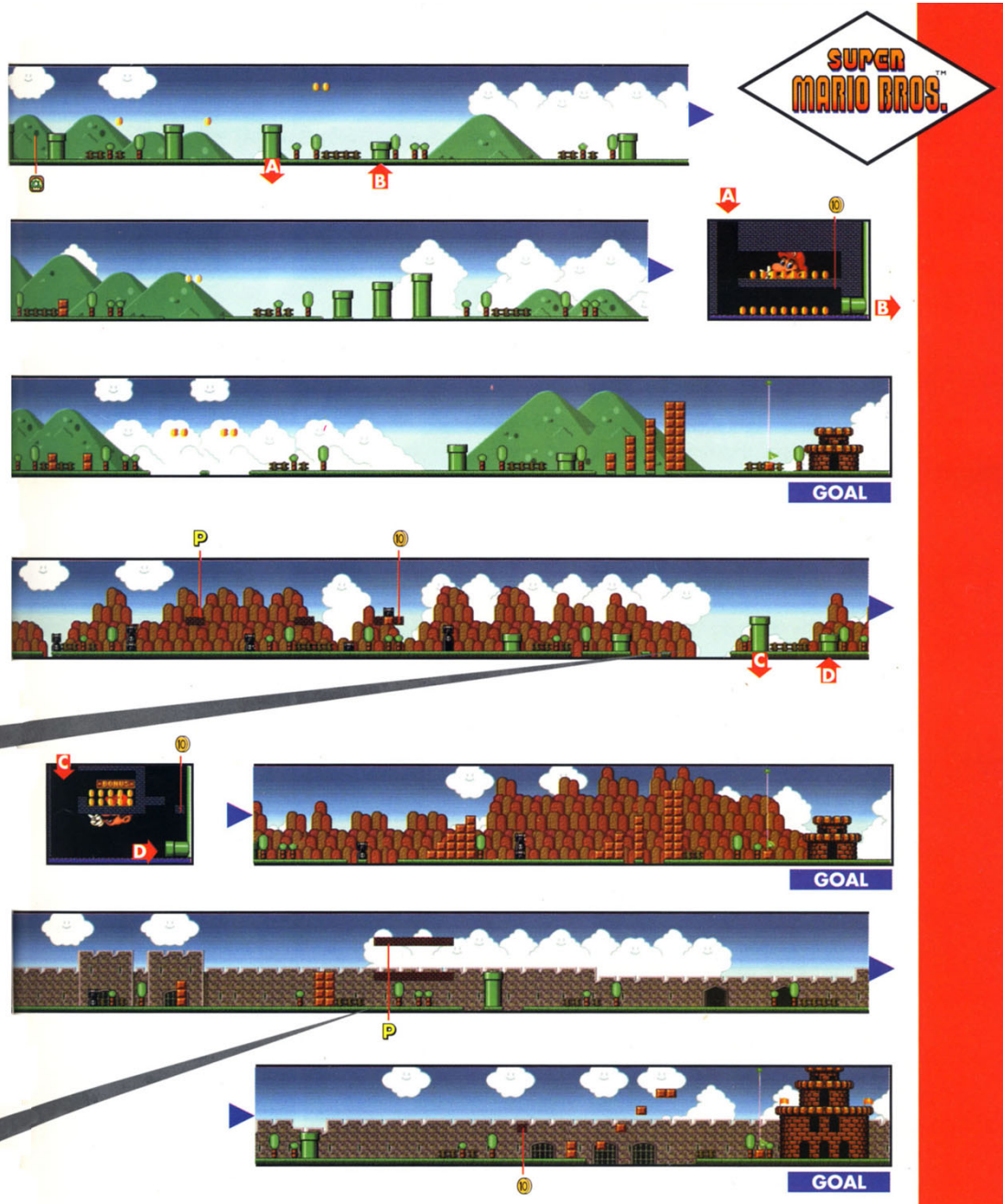
When the going gets tricky, the tricky know how to jump to safer ground. Start at the edge of the brick as shown and accelerate over the gap to the second platform. Jump at the last moment.

WORLD 8-3

TIME▶300
COINS▶10
DIFFICULTY▶E
ENEMIES▶❸❺❼⓫

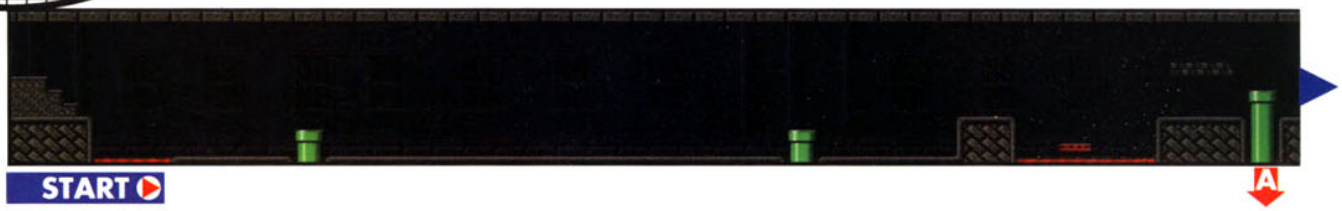
LAST POWER-UP

Don't miss your chance to go full tilt and get the Power-Up. You won't get another crack at it in the next stage. This is it! All you have to do first is nail those pesky Hammer Brothers.


SUPER MARIO BROS.™
A
B
A
10
B
GOAL
P
10
C
D
C
10
D
GOAL
P
10
GOAL

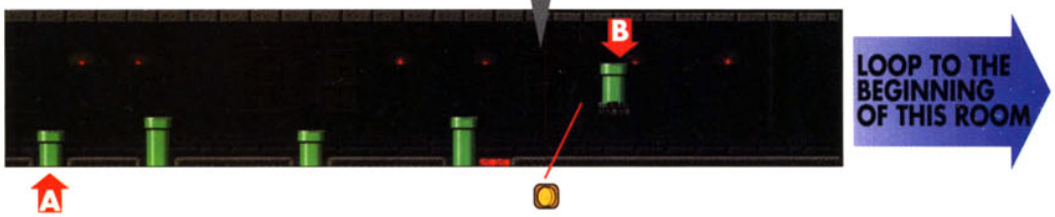
TIME ▶ 400
DIFFICULTY ▶ E
COINS ▶ 1

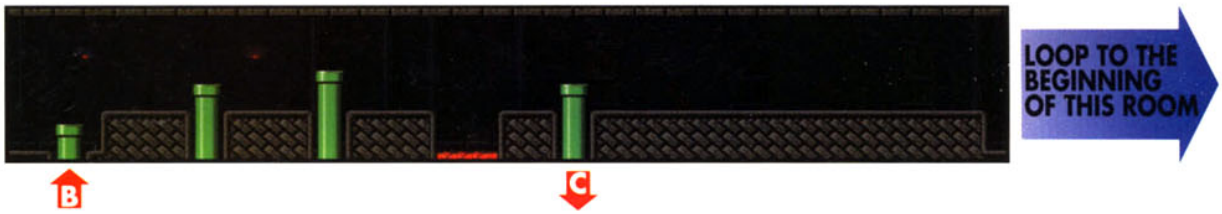
ENEMIES ▶ ❶❸❺❻❼❶❶❷ ❶❸❶❺❶❻❶❼

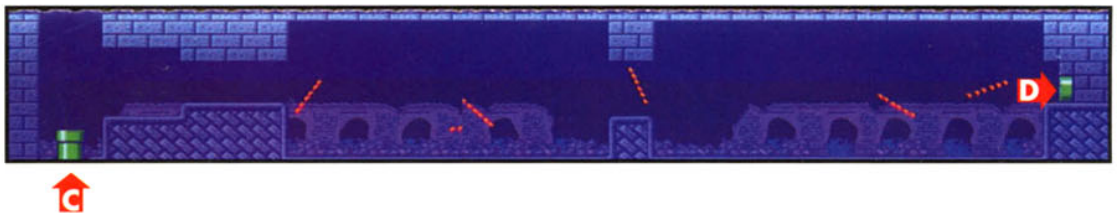


PIPELINE TO GOLD

Bump the second Block to the left of the pipe and discover gold -- Coins that is! Jump up onto the Blocks and use them as a step to get you into the floating pipe. It'll take you where you need to go!

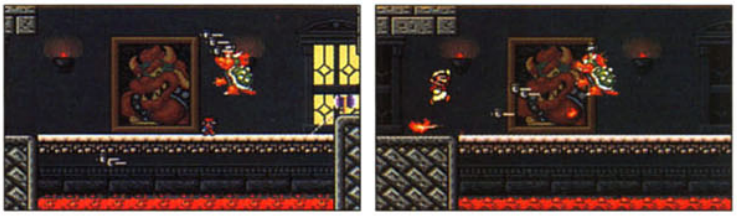






FINAL BATTLE

Uh-oh. This Bowser means double trouble. What talent! He can blast you with fire or pull an old Hammer Brothers routine and pound you like a nail. You might try ducking under him, but the situation could get hot fast! Hang on Princess, here I come!



SUPER MARIO ALL-STARS

SUPER MARIO BROS.™ THE LOST LEVELS

PLUMBER PERFORMANCE

As is the case in Super Mario Bros. 2, the brothers Mario have slightly different abilities in the area of jumping. Luigi is the high jumper of the two, while Mario can stop more accurately.

MARIO

When Mario jumps, he can clear the height of four blocks on a normal run and five on a dash, which works out to a 25% dash boost. He can also stop with accuracy.

NORMAL JUMP▸4 BLOCKS

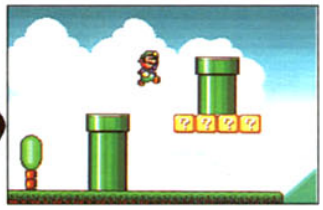
DASH JUMP▸5 BLOCKS

SLIP▸2 BLOCKS

LUIGI

Luigi clears the height of 5.5 blocks on a normal run and six while dashing. This gives him a 9% dash boost. His four block slide makes stopping a chore.

NORMAL▸5.5 BLOCKS



DASH JUMP▸6 BLOCKS

SLIP▸4 BLOCKS

LOST LEVEL SURPRISES

The Lost Levels are a logical extension of the first Super Mario Bros. game. The objects and enemies are very similar with the exception of two interesting items; the Poisonous Mushroom and the Super Spring.

POISONOUS MUSHROOM

Red Mushrooms make little Mario or Luigi super-sized. Green Mushrooms serve as a 1-Up. But, Blue Mushrooms should be avoided. These nasty objects power-down a big plumber and knock out a small plumber.

SUPER SPRING

These jump-aids look identical to the regular Springs. But when your hero hits a Super Spring and jumps at the same time, he'll blast off into the stratosphere.

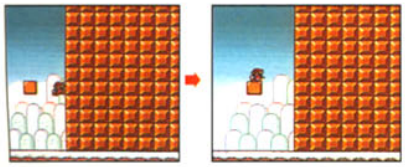
ADVANCED TECHNIQUES

SUPER MARIO BROS.™ THE LOST LEVELS

You'll have to perfect a few tricky moves in order to successfully explore the challenging Lost Levels. Take a look and use them as they apply.

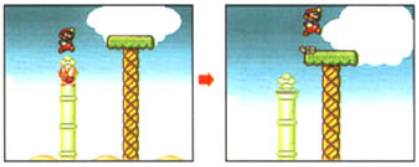
DASH AND JUMP BACK

With limited space to run, dash past high target platforms, jump and back up in the air to land safely.



KOOPA PARATROOPA STOMP

If the only thing between your character and a far away platform is a flying Koopa, you can bounce off of the turtle for extra distance.

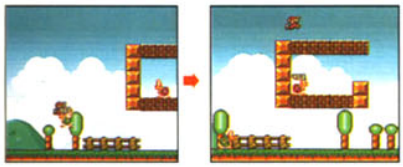


SPRING JUMP

Springs provide minimal extra height if you simply bounce off of them. You'll get extra air by jumping when you hit the Springs.

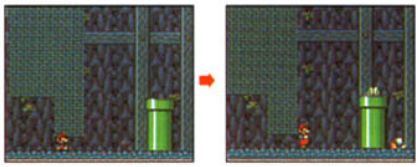
BOUNCE ON THE FLY

This variation of the Koopa Paratroopa Stomp works for both height and distance. Dash, jump, stomp and continue to fly forward.



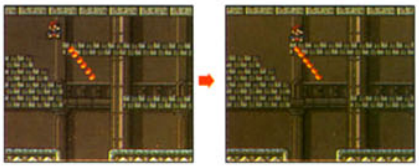
LOW SLIDE

If your character is super-sized, he can't run under one-block high gaps. Make him dash, duck and slide under the obstacle.



DUCKING JUMP

Super-sized characters often hit low ceilings when they jump. To avoid this, you can make them duck first, then jump.

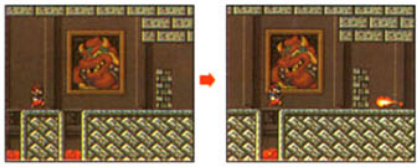


FALL AND CURVE

If a platform hangs over your targeted destination, you can jump and move in the air to the place that you need to land.

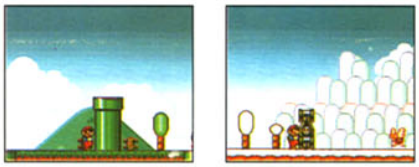
NARROW GAP DASH

If the gap in front of your character is one block in width, there's no need to jump. Just run over the gap with super speed.



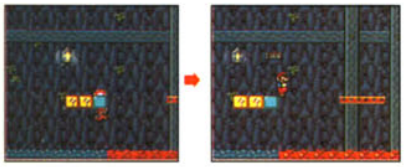
ENEMY STOP

Stop Green Piranha Plant and Bullet Bill activity by standing next to the pipes and cannons where they appear.



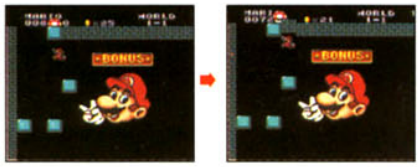
POWER-UP WRAP AROUND

If there's a Power-Up at the edge of a series of blocks, you can collect it by jumping and changing your direction in the air.



MUSHROOM REBOUND

Power-Up Mushrooms always slide to the right. You can make them go the other way by hitting the next block over.



JUMPING STOP

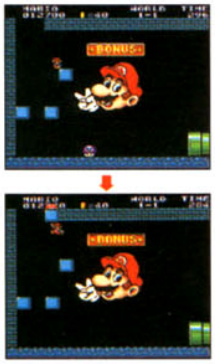
Luigi often slides too far after a jump. You can stop his slide by making him jump straight up. He'll land again with no slide.

MORE ADVANCED TECHNIQUES

There are a few tricky maneuvers that have limited uses but are, nevertheless, good to know. Study the tricks below and try them out for yourself. You may impress other Lost Level fans with your skill.

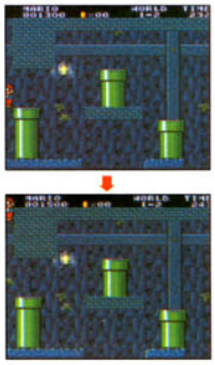
MUSHROOM DISAPPEARANCE

Poisonous Mushrooms are a real menace. You can make them disappear in certain situations by finding a Power-Up Mushroom in the area. Just pop up one and the other will be gone.



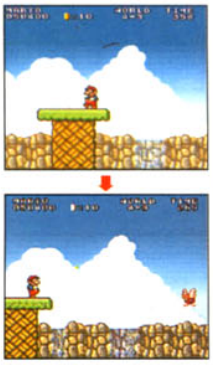
TIGHT SQUEEZE

In a few very special situations, when you find a gap that is exactly the right width, you can make your character levitate and move to higher ground.



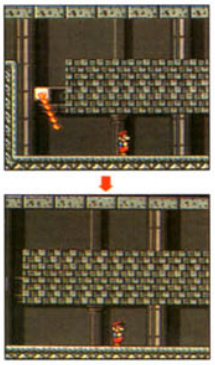
SCROLL IN

If a moving target is off of the edge of the screen before you jump, you'll have very little luck in hitting it. Move slowly to the right until the target is in view.



SCROLL OUT

A Fire-Bar will stop rotating around a block if your character has to move past it to the extent that its center is off the left edge of the screen.

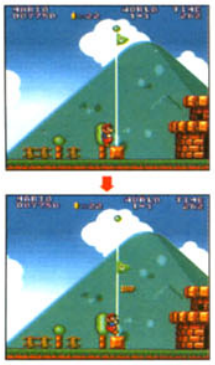


FIREWORKS

Fireworks sometimes celebrate the end of a level. You can trigger them by grabbing the Flagpole when the last digit of the timer is a 1, 3 or 6.

1-UP POLE GRAB

If your Coin total is two of the same digit and you hit the Flagpole when the last digit of the timer is the same as the others, you'll walk away with a 1-Up.



WARP ZONES

There are 11 Warp Zones in the Lost Levels, including the mysterious backwards Warp Zone in World 3-1 leading to World 1-1. Find 'em all.

1-2

TO 2-1

TO 3-1

TO 4-1

3-1

TO 1-1

5-1

TO 6-1

5-2

TO 7-1

TO 8-1

8-1

TO 5-1

A-2

TO B1

A-3

TO C1

B-4

TO D1

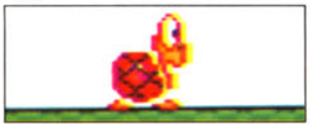
ENEMIES

SUPER MARIO BROS.™ THE LOST LEVELS

If you've played through the original Super Mario Bros. game, you'll recognize all of the enemies in the Lost Levels. Look for the corresponding numbers in the level intros.

1 GOOMBA

2 RED KOOPA TROOPA



3 GREEN KOOPA TROOPA

4 RED KOOPA PARATROOPA

5 GREEN KOOPA PARATROOPA

6 BUZZY BEETLE

7 HAMMER BROS

8 LAKITU

9 SPINY EGG

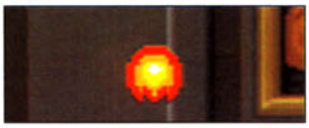
10 SPINY

11 PIRANHA PLANT

12 CHEEP CHEEP

13 BULLET BILL

14 PODOBOO



15 FIRE-BAR

16 BOWSER

17 BLOOPER

These squid-like creatures follow your character and can often cause big trouble in close quarters.

18 RED PIRANHA PLANT

Unlike their green counterparts, these plumber-eaters don't clam up if you stand near their pipes.

KEY

Know the time limit for your current stage.

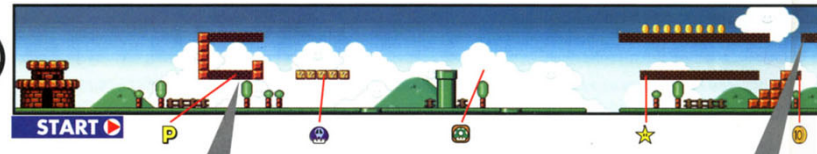
This is the maximum number of coins on the best route through the stage.

There are five difficulty ratings from A (Easy) to E (Hard).

Look for the types of enemies, listed by number, encountered in this stage.

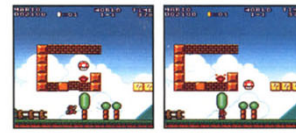
MAP SYMBOL KEY	
P	POWER-UP ITEM
☆	STARMAN
1UP	1-UP MUSHROOM
1UP	HIDDEN 1-UP MUSHROOM
10	10 COIN BLOCK
	HIDDEN COIN BLOCK
	VINE
	POISONOUS MUSHROOM

WORLD 1-1



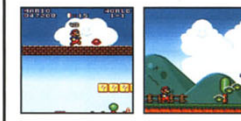
POWER-UP POP UP

The Mushroom Power-Up in this enclosed area slides back and forth. Hit it from below so that it bounces over the wall.



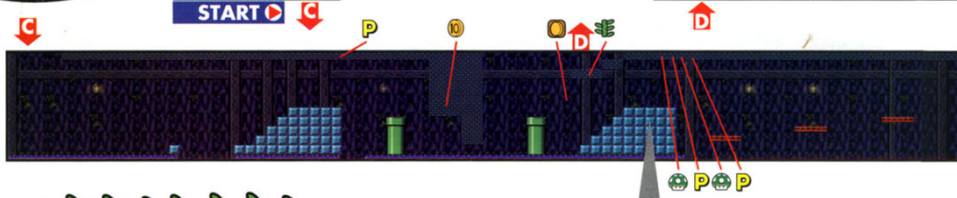
SHELL SHOCK

After you capsize the Koopa Troopa on the top row, kick it to the right. The shell will ricochet and wipe out the Koopas below.



TIME ▶ 400 COINS ▶ 48
DIFFICULTY ▶ A ENEMIES ▶ 1 2 3 5 11

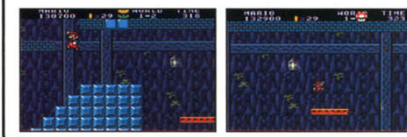
WORLD 1-2



TIME ▶ 400
COINS ▶ 63
DIFFICULTY ▶ A
ENEMIES ▶ 1 3 5 6 11

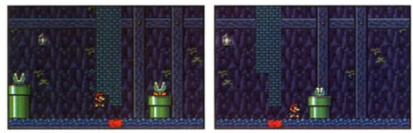
TWO WAYS TO GO

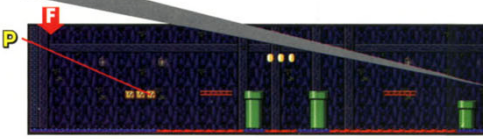
The conventional route in this passage leads to a host of dangerous obstacles. You can avoid these hazards by running on the roof.

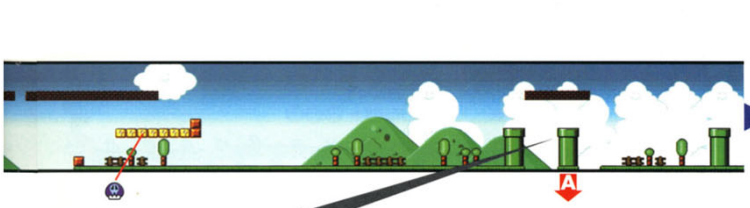


POWER-DOWN AND RUN

The only way to get under the wall and over the pit is to dash with a pint-sized plumber. Get small.If you try to slide under, you'll sink.







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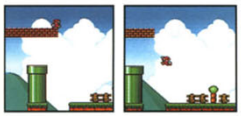
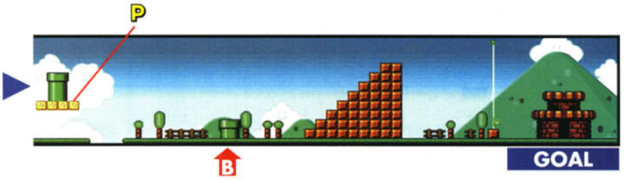
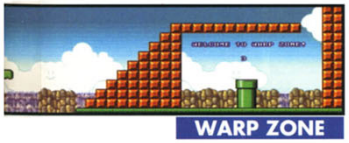
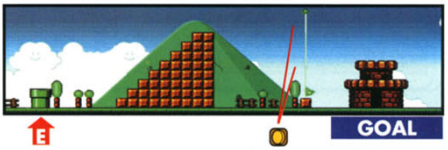
BOUNCE BACK

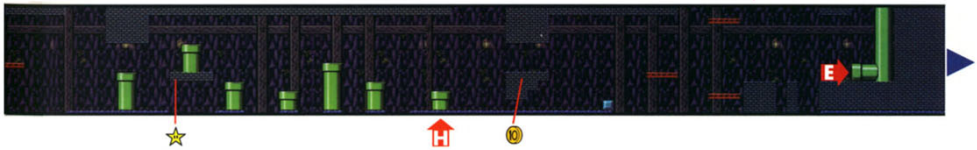
If you approach the Coin Room pipe from the left side, your plumber will plummet. Instead, jump from the right.





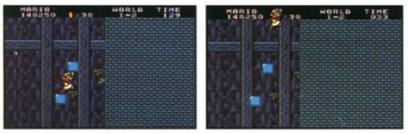


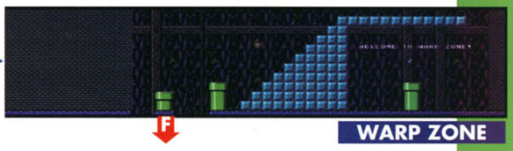


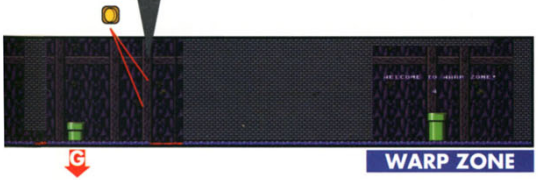


STEP TO IT

There are two hidden Coin Blocks on the edge of the lava pit. Use them as steps to lead you over the wall to the Warp Zone.





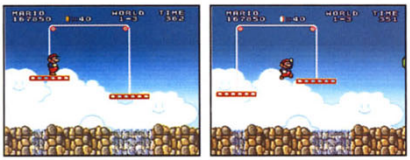


WORLD 1-3

TIME ▶ 400
DIFFICULTY ▶ A
COINS ▶ 17
ENEMIES ▶ 24 17

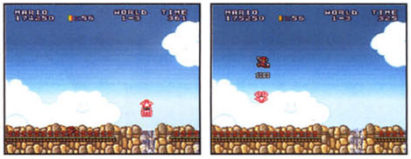
DROP DOWN, JUMP UP

Hop onto the left platform and let it sink as the right platform rises. Then jump to the right and continue on to higher ground.



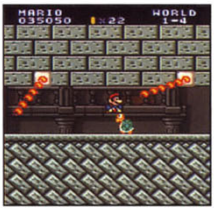
BLOOPER BATTLE

Bloopers follow you in an up and down pattern. Lead this one to the left. Then turn around and stomp it when it drops down to attack.



WORLD 1-4

TIME ▶ 300
COINS ▶ 0
DIFFICULTY ▶ B
ENEMIES ▶ 3 16

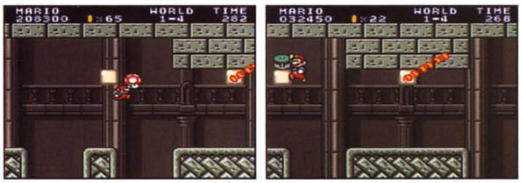


LOW OVERHEAD

There's not much room to jump in this passage if your hero is super-sized, especially if he is high-jumping Luigi. You'll have more clearance if you duck first, then jump.

JUMP FOR POWER

The Power-Up at the entrance to Bowser's Dungeon is very high and close to the edge. If your hero is small, pop up the Mushroom then grab it as you jump over the gap to the right. If your hero is super-sized, approach the Fireflower from the left side to avoid falling in the pit.



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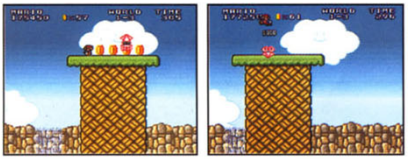
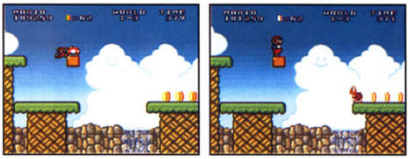
ANOTHER BLOOPER

There's not much room to run on this high bluff. You'll have to react quickly as the Blooper approaches. Let it drop, then stomp it.



MUSHROOM MOVE

If your plumber is small, this Power-Up will be a Mushroom that will quickly slide to the right. Pop it up and grab it from the left side.



FIRE FEST

There are two types of fiery obstacles here; Bowser's Fireballs and rotating Fire-Bars. If you've got good timing you can make a spectacular move and jump over a Fireball and Fire-Bar at the same time. The king will be impressed.

MEET THE KING

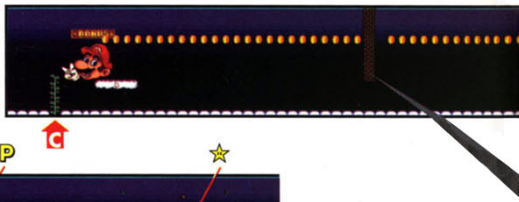
Your expedition through the first of the Lost Level Worlds ends in an encounter with Bowser, King of the Koopas. If you have Fireballs you can finish him off with four blasts. If not, run past him to the right and cut the bridge from under his feet.

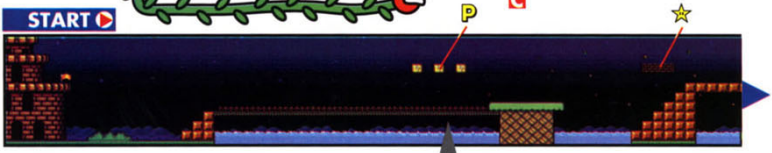
REST ON THE WALL

Bowser's Fireballs never fly higher than the walls here. Jump on top of these brick barriers and wait for the right moment to continue your journey to the level's end.

WORLD 2-1

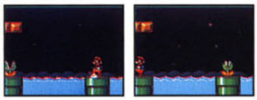
TIME ▶ 400
COINS ▶ 101
DIFFICULTY ▶ B
ENEMIES ▶ 151





ZIG ZAG

Jump to the pipe on the right, then to the left.

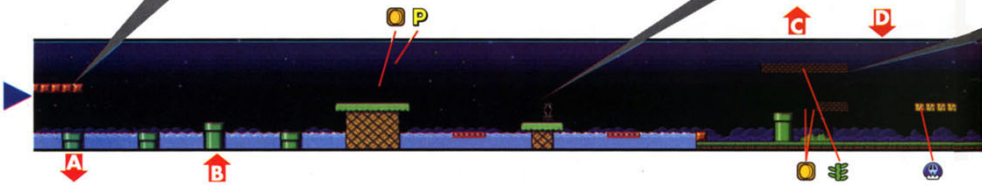


DASH WITH EASE

Run with super speed for the length of this bridge. You'll easily avoid contact with a flock of flying Koopas.

BALLISTIC BOUNCE

This is your first encounter with a Super Spring. These bouncers will send you skyrocketing if you jump on contact.



WORLD 2-2

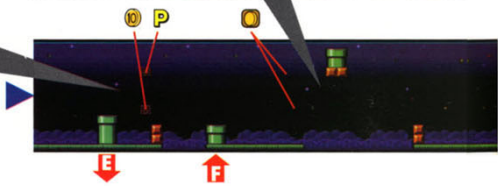
TIME ▶ 400
COINS ▶ 53
DIFFICULTY ▶ B
ENEMIES ▶ 12351

STEP UP

Two hidden Coin Blocks act as steps to the floating pipe in this area. Hit them as shown and start climbing.

SMALL ADVANTAGE

If you're small here, you can hit the Coin Block very quickly from the two block wall.



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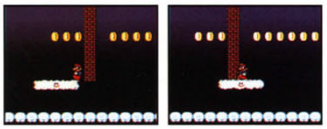
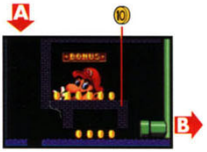
WALL WALK

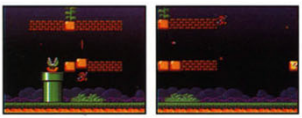
The platform flies right under a wall. Walk to the left with your back to this barrier to move through it.





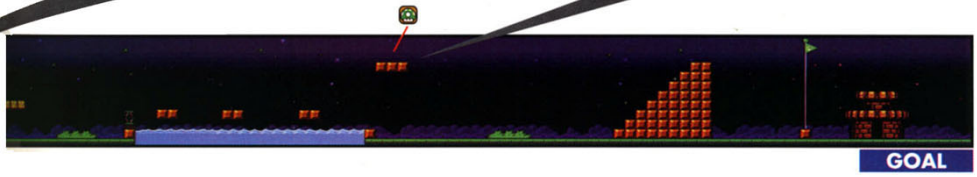
CLIMB TO THE COINS

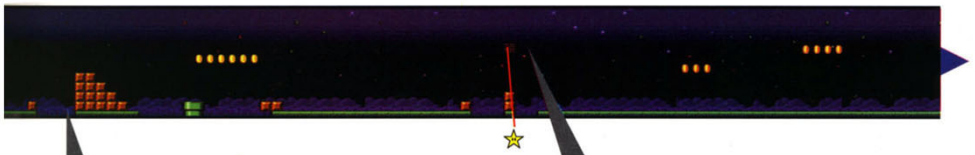
Make the vine appear in this brick row and be sure not to scroll it off the screen as you jump up.



EASY 1-UP

Jump up to this block platform and jump again from the block on the right to pop up a 1-Up Mushroom.



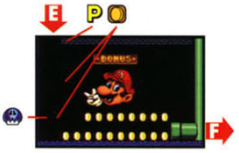


DASH AND JUMP

In order to reach the other side of this gap safely, you must run with super speed and jump before you hit the block.

STARMAN MANEUVER

It'll take some practice to stop on a one block platform from a jump, but it's worth it to collect the Starman from above.

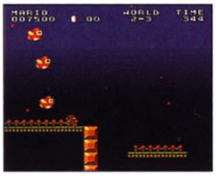


WORLD 2-3

TIME ▶ 400
DIFFICULTY ▶ C
COINS ▶ 16
ENEMIES ▶ 2 3 4 5 12 17

FISH FLY

The airborne obstacles are in full force in this stage. Watch out for a school of flying fish on the opening bridge and try to zero in on them as they fly by.



IMPORTANT ITEM

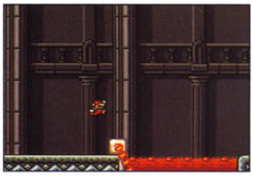
With so many enemies in the air, you'll be happy that you took the time to collect the Power-Up in this group of blocks.

WORLD 2-4

TIME ▶ 300
COINS ▶ 10
DIFFICULTY ▶ B
ENEMIES ▶ 1 3 14 16

LONG JUMP

You'll need good distance in order to clear this gap. Run with super speed and jump when the Fire-Bar is on the right side.

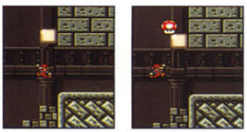


SHELL GAME

After you pummel the Koopa at the top, you can kick the shell to the right and follow it as it plows through the enemies below. If you don't lose sight of it, you'll earn a 1-Up.

POWER PLAY

Find a valuable Power-Up in a hidden block above the passage entrance.



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THE LOST LEVELS

GOAL

AIR ATTACK

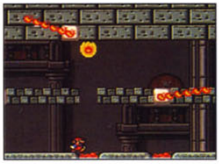
Airborne groupers and winged Koopas gang up on our hero here. Watch the enemies closely and jump when the coast is clear.

COIN MANAGEMENT

Collect the number of Coins that you need here in order to earn a 1-Up when you touch the flagpole at the end of the stage.

TAKE THE LOW ROAD

Drop down to the floor when you reach this passage. You'll avoid most of the heat from the Fire-Bars and the Fireballs above. Make sure to dash over the small pits.



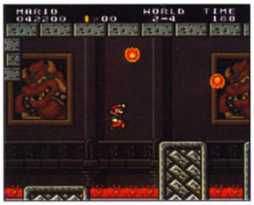
PERILOUS POINTS

If you're confident that you can hold off Bowser's attack, you'll find a 10-Coin Block in this brick wall. Collect at your own risk.

BOWSER

LEAP IN TIME

Balls of fire known as "Podoboos" in the Mushroom Kingdom fly up from this pit. Wait for them to sink back down, then jump.

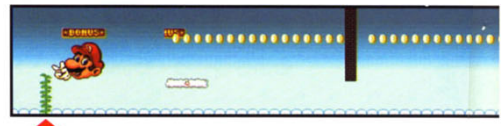


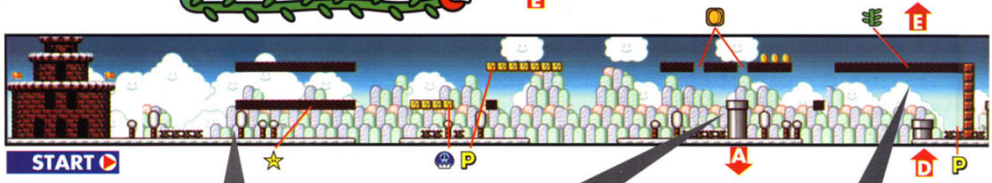
WAIT FOR A BIG BONUS

If you defeat Bowser at the same time that the timer ticks down to zero, you'll earn a time bonus for 999 clicks of the clock; 50,000 points!

WORLD 3-1

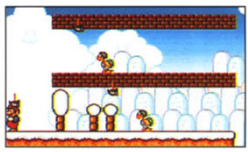
TIME ▶ 400
COINS ▶ 107
DIFFICULTY ▶ C
ENEMIES ▶ ❷❸❹❺❼ ⓫⓭





STAY LOW

Run under the Hammer Bros. here and collect the Starman.

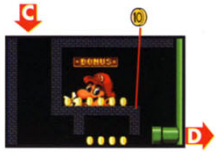


WRONG WAY

Beware! This pipe leads directly to the World One Warp.

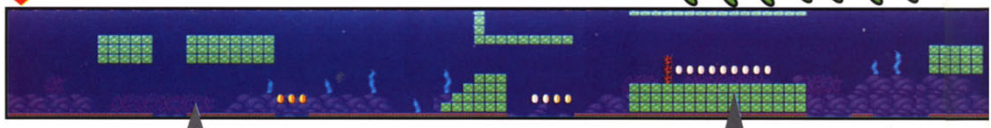
INVISIBLE VINE

When you emerge from the Coin Room pipe here, you can make a vine sprout from the bricks above. The vine will become invisible as you climb up to it.



WORLD 3-2

TIME ▶ 400
COINS ▶ 38
DIFFICULTY ▶ D
ENEMIES ▶ ❷❸❹⓫⓬⓱

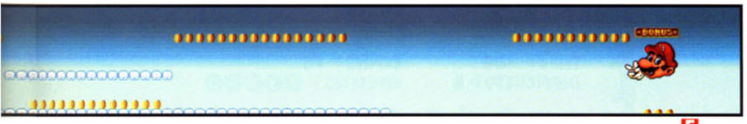


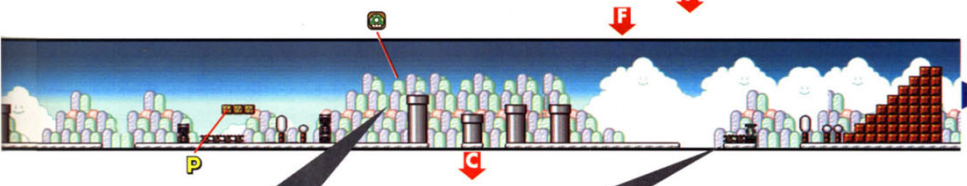
AGAINST THE FLOW

The fish swim to the left as you move to the right. Get out of their way.

NO STOMPING ZONE

There's no getting rid of the Koopa Troopa that walks the ocean floor here. Swim on.



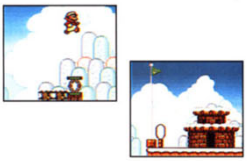


1-UP BOOST

If Mario is your man, you'll have to jump off of a Koopa in order to get the 1-Up here.

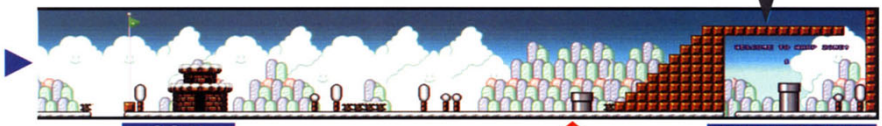
TAKE OFF

This Super Spring gives you enough hang time to reach the flagpole at level's end.



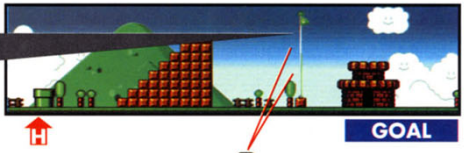
RETRO WARP

You'll take two giant steps back if you enter this World One Warp Zone.



POLE POSITION

The hidden blocks near the World 3-2 flagpole will give you a boost. Jump up to the top block, then grab the pole for 5,000 points.



NO REST FOR THE WET

This opening to dry land looks inviting, but jumping out of the water is a no go.

TRIPLE THREAT

Three nasty Bloopers cause trouble here. Wait for them to converge, then swim away.

WORLD 3-3

TIME ▶ 400
DIFFICULTY ▶ B
COINS ▶ 15
ENEMIES ▶ ❷❸❹❺⓫

1-UP REBOUND

Kick a Koopa shell from the top of this land mass to the left. It'll bounce after it drops and clear out the Koopas below for a1-Up.

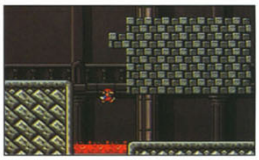
POP THE POWER-UP

Position your plumber just to the left of center on this bluff and jump straight up to collect a Power-Up Mushroom or Fireflower.

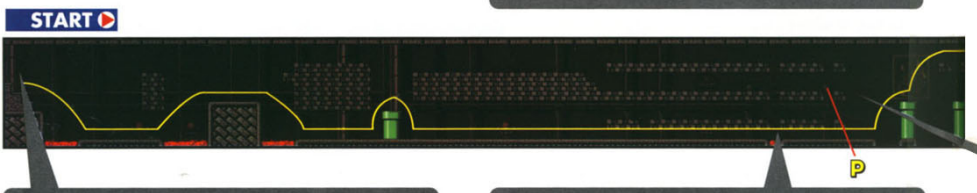
WORLD 3-4

TIME ▶ 400
COINS ▶ 4
DIFFICULTY ▶ C
ENEMIES ▶ ⓫⓮⓰

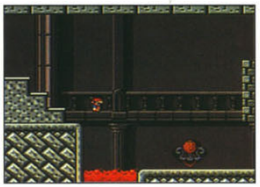
LOOPING LEVEL



Follow the route shown on the map below in order to keep from getting lost in a maze of repeating wall patterns.



DON'T JUMP



The low ceiling here will make for a disastrous first jump attempt. Start by running instead. You'll clear the first gap easily.

DASH ON BY

When the Podoboo is in the air, run over this narrow pit with super speed to avoid two fiery obstacles.

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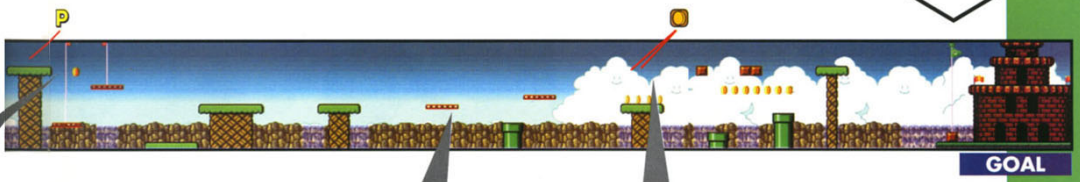
THE LOST LEVELS



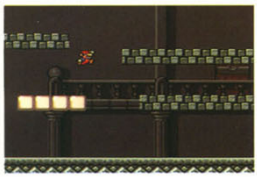
JUMP AND HOVER

This precarious platform will fall if you stand on it for long. Jump repeatedly up and down as you wait for the pipe to clear.

BLOCK HOP

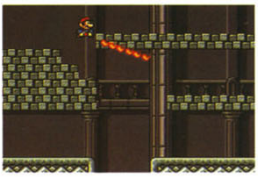
The best way to reach the high bluff to the right is to jump from one floating block platform to the next.

PLATFORM APPEARANCE



Uncover a series of four Coin Blocks and use them as a platform so that you can stay on course.

LOW JUMP



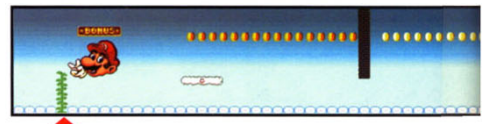
If your character is super-sized, he may hit the ceiling when he attempts a jump here. Make him duck, then jump.

POWER BOOST

Deliberately take the wrong route if you want to power-up. The "P" Block resets automatically. Once Mario is "Big", you'll have to dash and slide through the narrow passage.

WORLD 4-1

TIME ▶ 400
COINS ▶ 149
DIFFICULTY ▶ C
ENEMIES ▶ 1 8 9 10 18

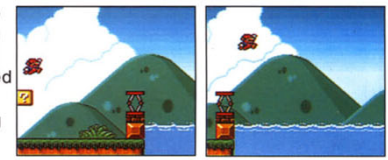


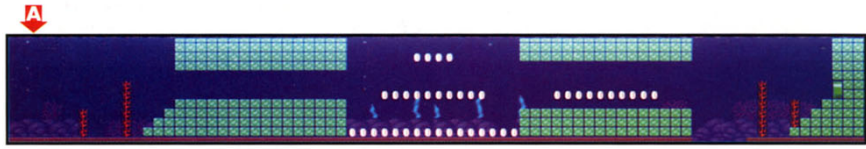
DOUBLE DANGER

A persistent red Piranha Plant and a flying Lakitu welcome you to a very challenging world. Be careful!

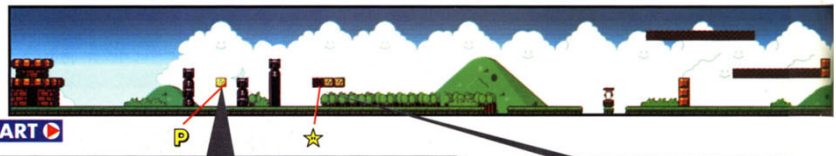
TAKE A FLYING LEAP

You'll have to hit this spring while running at super speed in order to clear the long gap ahead.



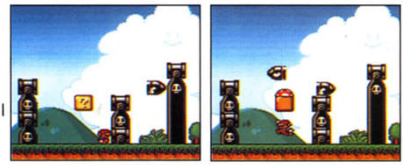


WORLD 4-2



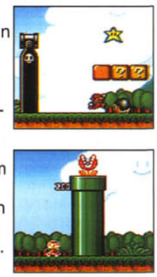
SAFE SPOT

When you pop up the Power-Up Mushroom, move to the right, then wait for it to drop. The Bullet Bills will not hit your hero.

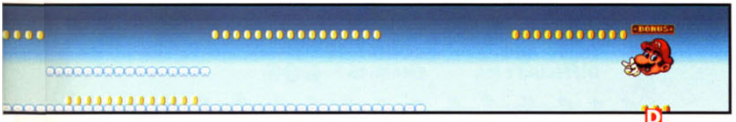


STEAMROLLER

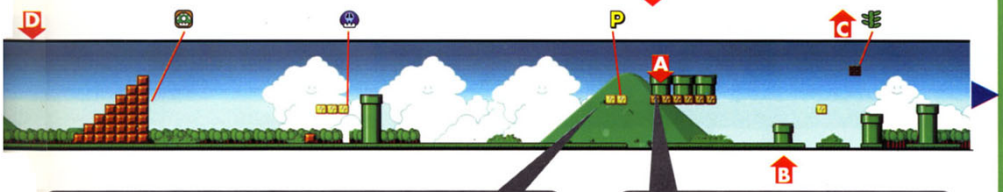
Grab the Starman in the brick here and dash. You'll flatten all of the Mushroom World baddies in your path with ease.



TIME ▶ 400
DIFFICULTY ▶ E
COINS ▶ 48
ENEMIES ▶ 1 2 3 5 6 7 8 9 10 13 18



SUPER MARIO BROS.™
THE LOST LEVELS

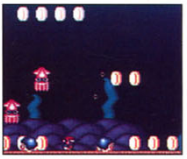


MUSHROOM MOVE

When you pop up the Power-Up Mushroom, wait for it to slide off the block, then catch it in the air.

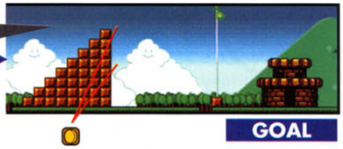
NO LIFEGUARD

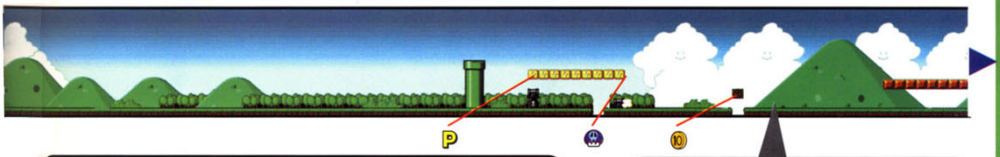
This pipe leads to a challenging, Coin-filled water stage. Swim at your own risk.



RUNWAY CONSTRUCTION

Make the hidden Coin Blocks appear here for extra running room on your leap to the flag.



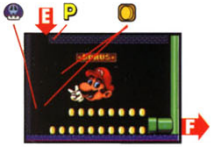


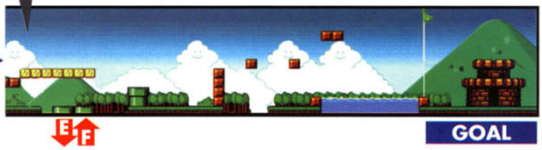
LOW APPROACH

Stay below the Hammer Bro. and knock him out by hitting his Coin Block.

JUMP ON THE RUN

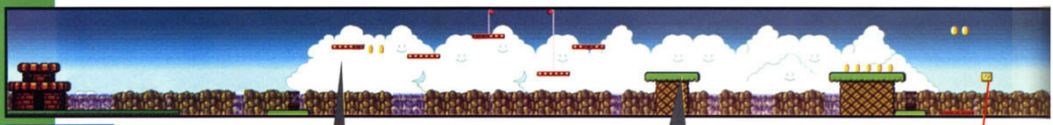
Jump to avoid the Hammer Brother as you blaze through here.





WORLD 4-3

TIME ▶ 400 COINS ▶ 19
DIFFICULTY ▶ C ENEMIES ▶ ❷❹⓭

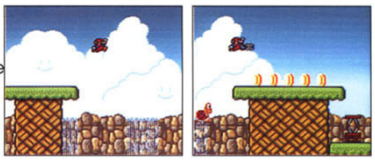


HOP AND GO

The platforms in this area start to drop upon contact. Jump quickly to avoid falling.

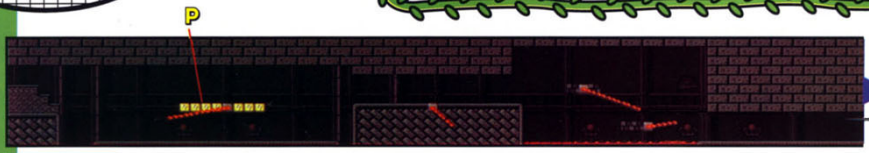
MID-AIR COLLISION

Bounce off of the back of Koopa Paratroopa near the right side of this long gap to guarantee a safe landing.



WORLD 4-4

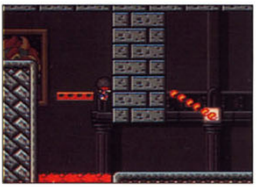
TIME ▶ 300 COINS ▶ 8
DIFFICULTY ▶ D ENEMIES ▶ ❶❷❸❼⓮⓰⓲



AIM HIGH

If you're controlling Mario, you'll have to dash and jump to reach this dangerous Fire-Bar block. Hop on, hop off and run.

DROP AND GO



As "Small"Mario, use your super speed dash while pushing Right to reach safety."Big" Mario must jump from lower down.

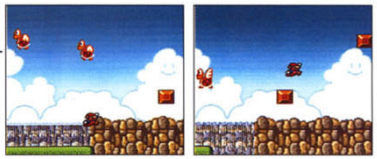
SUPER MARIO BROS.™
THE LOST LEVELS

BEWARE OF BILL

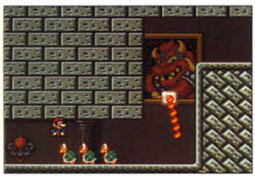
A Bullet Bill flies through this area. Get out of its way and keep moving.

TOUGH STOP

It's difficult to stop on the one-block platforms. You may have more luck with quick hops.



LOW LEAP



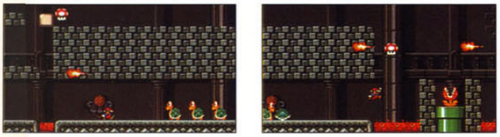
Three Koopa Troopas drop into this low-ceiling passage. Duck and jump to stomp them.

FLY FAST

You'll need extra speed to clear the long gaps and Fireballs in this area. Keep your thumb on the Dash Button.

POP AND RUN

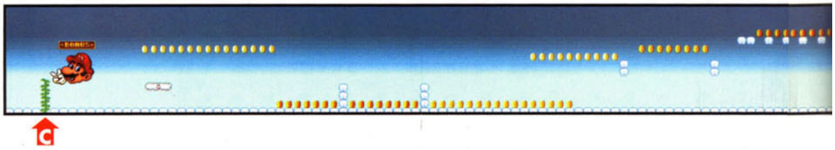
Run through the middle passage and pop up the Power-Up Mushroom. Then drop and run to catch it.

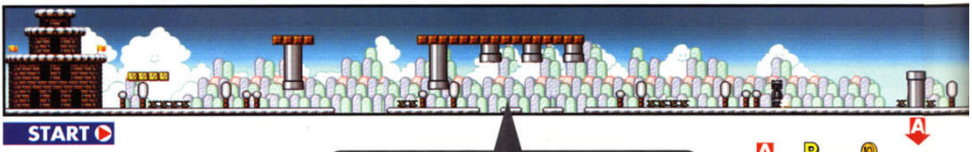


BEAT BOWSER

You'll have the most luck in your encounter with the king if you dash under him as he jumps.

WORLD 5-1

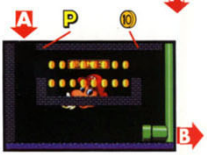


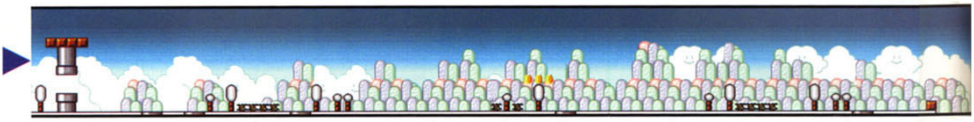


TIME ▶ 400
COINS ▶ 36
DIFFICULTY ▶ C
ENEMIES ▶ 1 3 4 5 6 13 18

STAY LOW

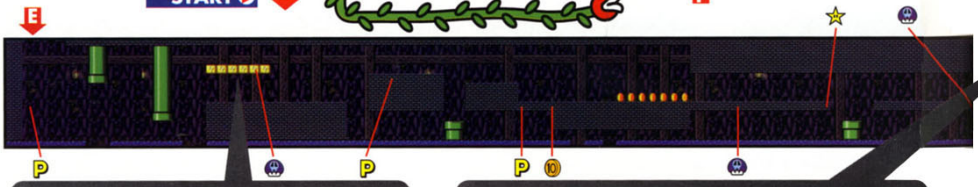
Piranha Plants drop down from the hanging pipes. Wait for them to go back up, then make low jumps.





WORLD 5-2

TIME ▶ 400
COINS ▶ 42
DIFFICULTY ▶ B
ENEMIES ▶ 1 2 6 18

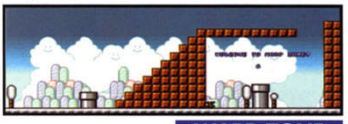


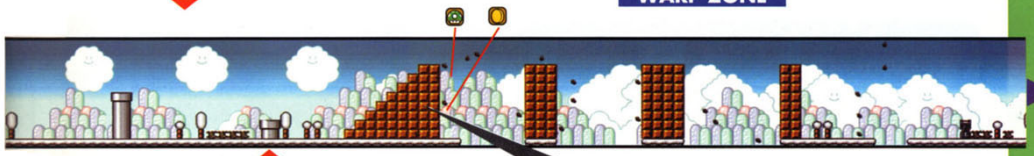
CAUGHT ON THE REBOUND

Watch out. If you kick the Koopa's shell to the right here and drop down to the floor, there's a good chance that the shell will bounce back and hit you.

RUN FOR THE 1-UP

As soon as you pop up the 1-Up here, run to the right and grab it when it drops.



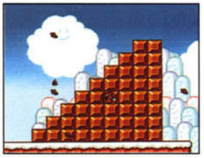


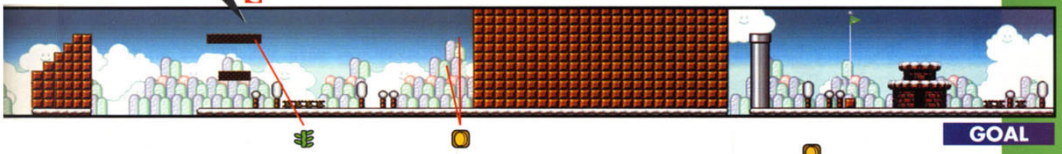
WORLD 6 WARP

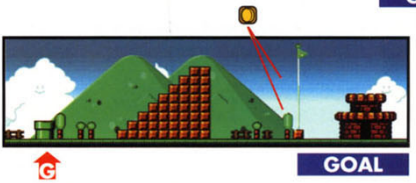
If World 6 is your destination, you can take a shortcut here. Pop up the vine and bounce off of a Koopa Paratroopa for a boost to the top.

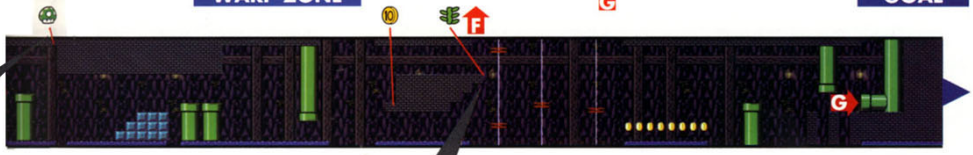
LET IT BLOW

A strong wind will blow to the right here and help you fly across the long gaps.
Dash Jump and get carried away.



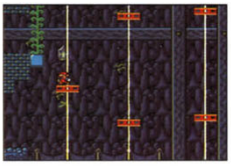




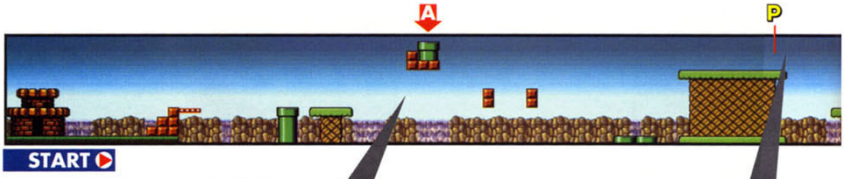


WORLD 8 WARP

Jump from the rising platform and make the vine pop up from the brick. Then ride the platform again, leap over to the vine and climb to the World 8 Warp Zone.

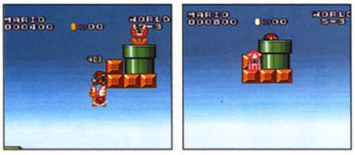


WORLD 5-3



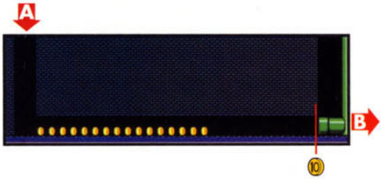
THE RIGHT ROUTE

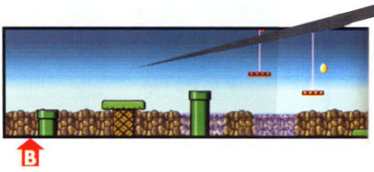
Sink into this pipe to reach a narrow, Coin-filled passage and the rest of the stage.



PICK UP A POWER-UP

The one advantage to passing through this part of the stage is that there is a hidden Power-Up on the tall bluff.



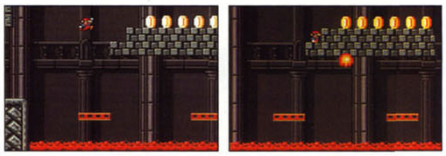


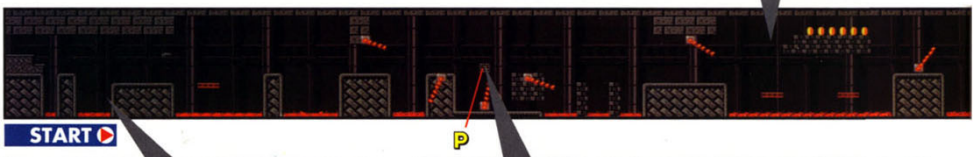
WORLD 5-4

TIME ▶ 300
COINS ▶ 6
DIFFICULTY ▶ E
ENEMIES ▶ 14 16

STRAIGHT TO THE TOP

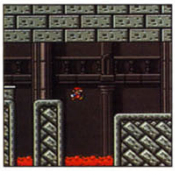
Avoid the falling platforms in this passage by jumping up to the top and running to the right.





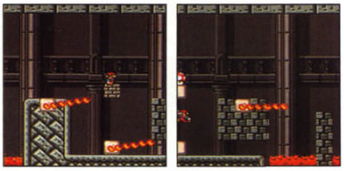
THE GOING GETS TOUGH

The Lost Levels are notorious for their challenging passages. This is where they really start to earn their reputation.



FLAME OUT

Run to the right to make the Fire-Bar scroll off the screen. Then move to the left and collect the Power-Up.



BACK TO THE BEGINNING OF THE STAGE

TIME ▶ 400
COINS ▶ 40
DIFFICULTY ▶ B
ENEMIES ▶ 4 5 13 17 18

SUPER MARIO BROS.™ THE LOST LEVELS

PROJECTILE ALERT

Bullet Bills blast through this area at unpredictable intervals.Watch for them and try to move out of the way in time.

SLIDE, JUMP AND BOUNCE

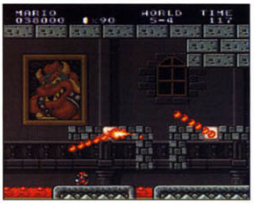
Leap from the sliding platform in this wide open space and target the flying Koopa. You'll bounce off of its back and land on solid ground.

GOAL

DANGER ZONE

There are Fire-Bars-a-plenty and the threat of Podoboos in this area. You'll have to be a well practiced Lost Level adventurer to make it unscathed.

TWO-WAY DANGER



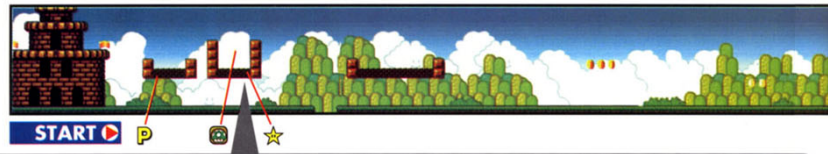
Go low if your plumber is pint-sized here and take the high road if he is big. Either way, this section is quite difficult to negotiate.

KEEP MOVING

This is no place to rest. Jump onto the platform when the Fire-Bar moves to the right, then jump off and move on.

GOAL

WORLD 6-1



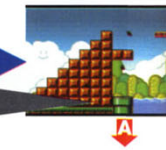
POWER-UP BONANZA

A Power-Up, a 1-Up and a Starman are yours for the taking. Grab the items that you need, then dash with invincibility past the Hammer Brother ahead.

TIME ▶ 400
COINS ▶ 50
DIFFICULTY ▶ E
ENEMIES ▶ 1 3 5 6 13 18

SLIP THROUGH STAIRS

The wind pushes you to the right. Use this to your advantage by letting it take you through the stairs. Face left and tap Left on the Control Pad.



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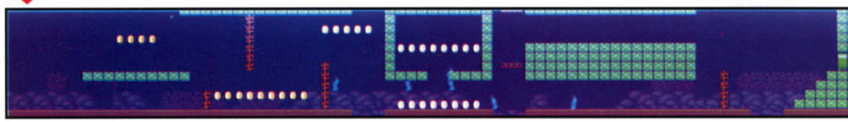


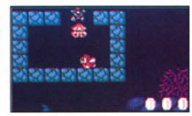
WORLD 6-2

TIME ▶ 400
DIFFICULTY ▶ D
COINS ▶ 34
ENEMIES ▶ 2 4 12 17

C

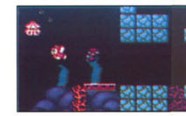
NOT WORTH IT

With Bloopers and Cheep Cheeps patrolling the area, collecting the two Coins in this coral box is too much of a gamble. Pass them up.

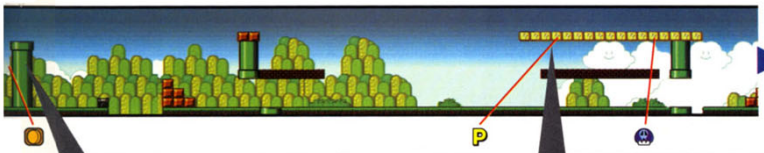


SQUEEZE IN

Wait for the downward moving platform to pass by the opening in this area, then swim for the hole as fast as you can.



SUPER MARIO BROS.™ THE LOST LEVELS

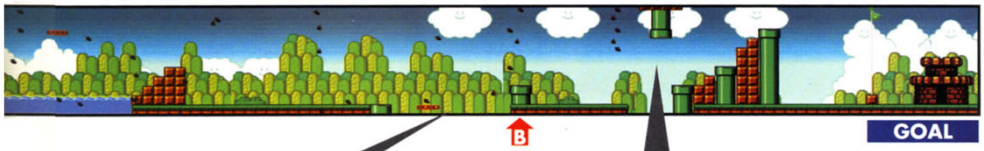


TOWERING FIXTURE

This pipe is too tall to top with one hop. Pop up the hidden Coin Block in the area and use it as a step to clear this Mushroom Kingdom skyscraper.

SMALL TO TALL

If you're in need of a Power-Up Mushroom, knock out the one in the fourth Coin Block from the left, then run to the right and catch it on the fly.

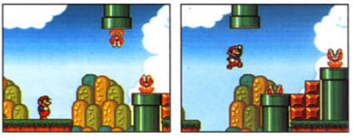


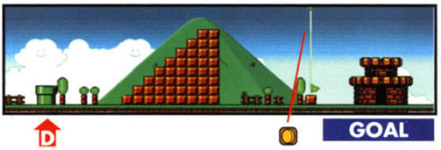
RUN IN PLACE

Run to the left while riding on this moving platform to avoid blowing off to the right.

PLANT GATE

Wait for both plumber-eaters to sink into their pipes, then make a run for it.





SAFETY BELOW

Bloopers are a menace in this area. Go low and run along the ocean floor to avoid being hit by one of these sinister squids.

CORAL MAZE

A host of underwater creatures will try to catch you off guard as you negotiate this mess of coral. This is the acid test for evasive-maneuvers.

WORLD 6-3

TIME ▶ 400
COINS ▶ 19
DIFFICULTY ▶ C
ENEMIES ▶ 2 4 5 12

WINGED ATTACK

Cheep Cheeps and Koopa Paratroopas make for a dangerous combination here. Watch for these critters and try to top them.

BOUNCE AND WIN

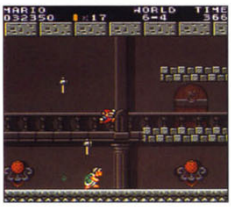
After you hit the mid-air Koopa Troopa here, target the Power-Up Block and grab the prize as it slides to the right.

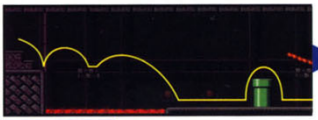
WORLD 6-4

TIME ▶ 400
COINS ▶ 10
DIFFICULTY ▶ D
ENEMIES ▶ 7 14 16 18

TOOL TROUBLE

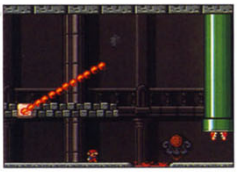
Watch the Hammer Brother's flying weapons and jump over this tool-tossing villain when there's a break in the action. Then leap up to the top and keep moving along the path.





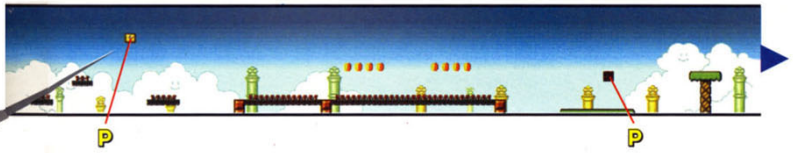
STAY ON THE PATH

If you don't follow the route on this map, you'll be locked in a never-ending maze. You'll hear a tone to let you know that you're on the right path.



TAKE IT TO THE TOP

The route continues to the top brick platform here. Dash over the small gap when the fiery flying Podoboo sinks into the lava pit.



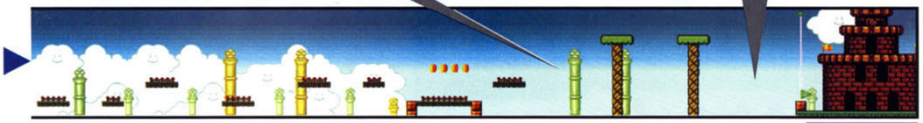
SUPER MARIO BROS.™ THE LOST LEVELS

STOMP AND FLY

Bouncing off of Koopa Paratroopas is an important technique to know in this open-air stage. Hit the Koopa here and bounce to safety.

BONUS BOUNCE

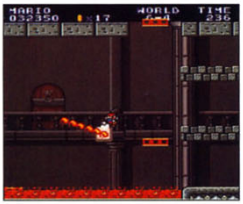
You can reach the flagpole by leaping from the tall bluff in this area, but you can only reach the top of the pole if you hit the Koopa.



GOAL

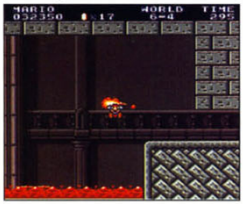
DON'T DASH

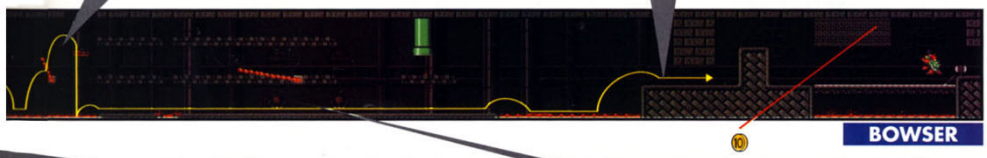
Landing on this one-block Fire-Bar platform calls for all of the accuracy that you can muster. If you try to move with super speed, you may be lava bound.



FIREBALL FURY

King Koopa's Fireballs fly far. You'll encounter his fiery fury as soon as you land on solid brick. Run, jump and don't get burned.

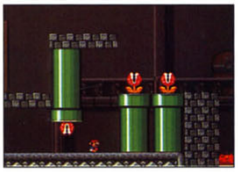




BOWSER

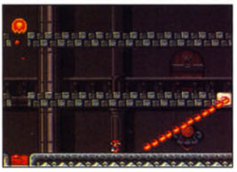
PIRANHA PERIL

This section of the dungeon is overpopulated by red Piranha Plants. Be patient and wait for them to sink into their pipes before you advance.



STOP AND GO

Dash over the small gap in this area, then stop and watch the Fire-Bar. When it swings back up to the top, run with super speed to safety on the other side.



WORLD 7-1

PLANT SANDWICH

Watch the dual Piranha Plants and run when the pipes are clear.

TIME ▶ 400
COINS ▶ 42
DIFFICULTY ▶ D
ENEMIES ▶ 2 3 4 7 12 13 18

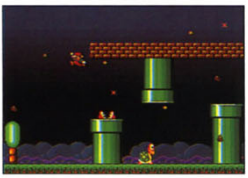
A

BLOWING IN THE WIND

A strong gust blows to the right. After you knock out the Koopas, run and ride the wind over the gap.

POP OVER THE PIPES

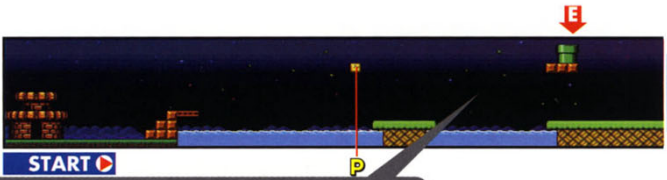
You'll have a clear path if you leap to the top here. Jump to the left and blow over to the right.



B

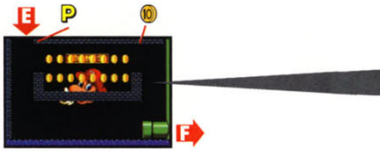
B

WORLD 7-2



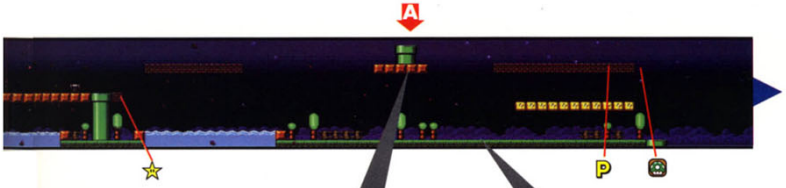
BACK TO THE BEGINNING OF THE STAGE

Much like World 5-3, this level repeats unless you make it to the pipe in the air. Bounce off the Koopas and climb.



TIME ▶ 400
COINS ▶ 26
DIFFICULTY ▶ D
ENEMIES ▶ 2 3 4 5 8 9 10 18

F



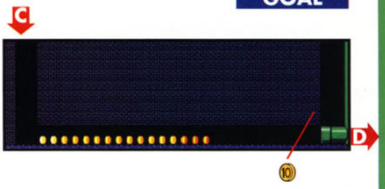
SUPER MARIO BROS.™ THE LOST LEVELS

TRIPLE BILL

Bounce off the backs of the Koopa Paratroopas here and leap to the top of the pipe. This portal will lead you to a chain of three bonus areas.

KOOPA SHELL POWER

Stomp the wandering Koopa in this area as soon as possible. Then wait for the Hammer Bros. to drop to the ground and send the shell sailing.



MUSHROOM MOVE

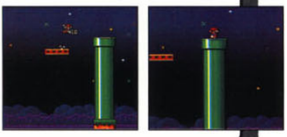
It's a real challenge to get the Power-Up Mushroom in this Coin Room. Dash right and jump left from the pipe. Then pop up the 'shroom and make it rebound by hitting the brick on the right.

CLEAR THE AIR

It's important that you knock the Lakitu out of the sky before you jump to the one-block Fire-Bar platforms in this area. Negotiating the flames will be challenging enough without a mid-air menace.

DOUBLE HOP

After you hit the back of the Koopa Paratroopa in this area, jump onto the falling platform and jump again to the relative safety of the pipe. Then you'll be in sight of your goal.



WORLD 7-3

START

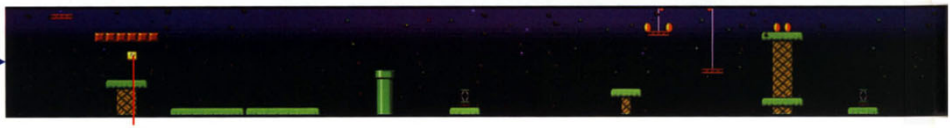
TIME ▶ 400
COINS ▶ 10
DIFFICULTY ▶ E
ENEMIES ▶ 4 5 18

LONG FLIGHT

This wind-blown stage features wide open spaces and Super Springs. Fly high and fly long.

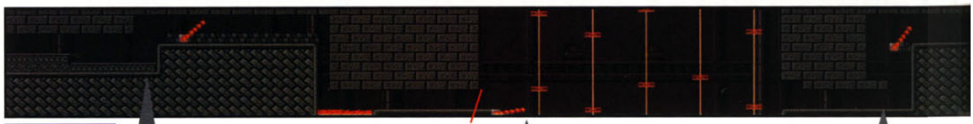
GET CLEARANCE

A flying Koopa hovers over head. Wait for it to move to one side, then take off.



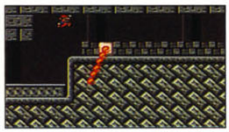
WORLD 7-4

TIME ▶ 400
DIFFICULTY ▶ D
COINS ▶ 0
ENEMIES ▶ 2 6 14 16



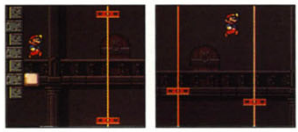
TO THE TOP

If you take this short set of stairs one step at a time, you may get burned. Jump to the top in one big leap and keep moving to the next challenge.



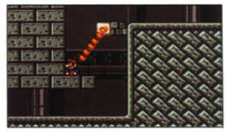
GOING DOWN

All of the lifts in this area move downward. Jump from the hidden Power-Up Block and aim high. Then continue to cross the gap, making sure that you don't hit bottom.



SAFE HAVEN

The Fire-Bar will not reach you if you duck in the corner here. Wait for it to rotate out of the way, then leap to the top and run.



SUPER MARIO BROS.™ THE LOST LEVELS

SLOW AND STEADY

There's no need to dash in this area. Leap with accuracy.

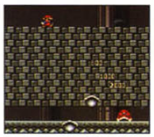
STAY CENTERED

When your character is in the air and off the screen, move to the right until the target platform is centered, then wait for him to drop.

GOAL

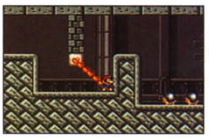
DASH, STOP AND STOMP

Wait for each of the Koopas to move away from you. Then dash across the gap and stomp them.



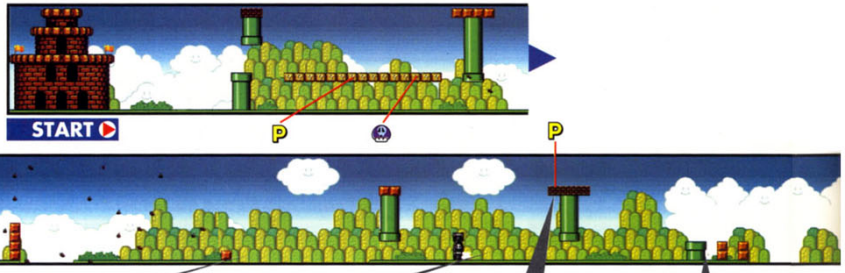
KEEP CORNERED

Watch the Fire-Bars from the safety of the corners here, then move when the path is clear.



BOWSER

WORLD 8-1



WIND BREAKER

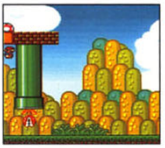
The wind could influence the way that you start your jump. Move to the right until the wind stops, then leap.

BEETLE-DOZER

Stomp the Buzzy Beetle and kick its shell to the right to knock out the approaching Hammer Brother.

TIGHT SQUEEZE

After you pass this pipe, dash to the left and jump up between the pipe and the edge of the screen to pop the Power-Up.

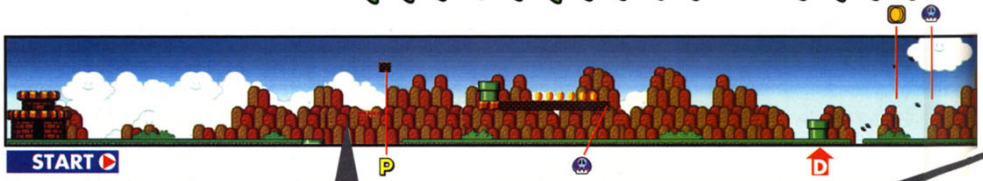


GAP SKIP

Dash over the small gaps from the pipe to the ledge and leap with super speed to the Koopa Paratroopa.

WORLD 8-2

TIME ▶ 400 COINS ▶ 23
DIFFICULTY ▶ E ENEMIES ▶ 3 4 5 6 7 18

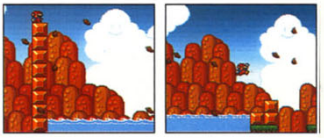


BRICK BOUNCE

As you leap from the falling platform, hit the floating brick from below and grab the Power-Up.

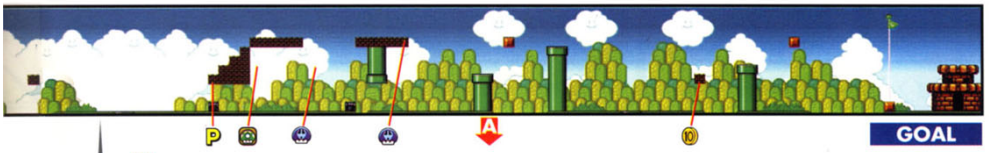
BIG JUMP

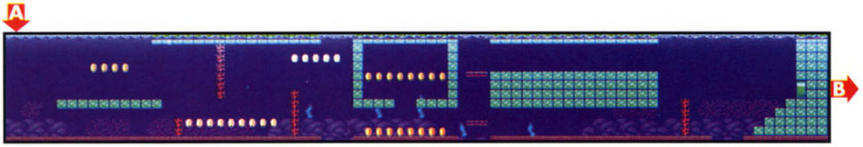
The wind is blowing and the wall is tall. Bounce from the Spring as high as possible and fly to the top.



SUPER MARIO BROS.™
THE LOST LEVELS

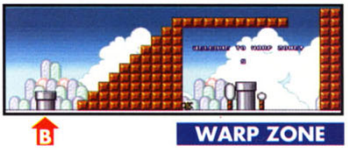
TIME ▶ 400
DIFFICULTY ▶ E
COINS ▶ 24
ENEMIES ▶ 1 2 3 4 5 6 7 13 18





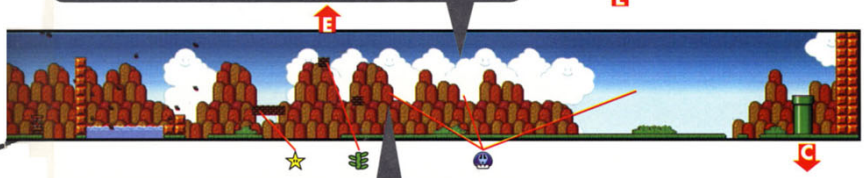
HAMMER DUO

One Hammer Brother follows another here. Jump over them when they're not tossing Hammers, or run under them as they jump. It's tricky, but you can do it.



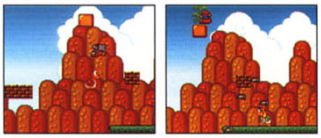
HIDDEN BLOCKS-A-PLENTY

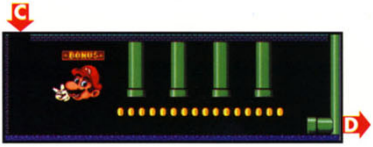
You'll find several hidden blocks in this dead end, but don't collect the items in the blocks because they are Poisonous Mushrooms.



THE ONLY WAY TO GO

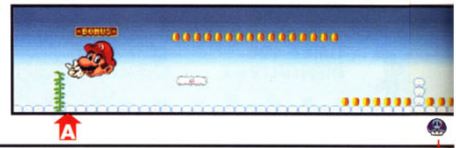
The vine in this brick leads to the World 8-2 Goal. Bounce off the Koopa, hit the brick and climb the vine.





WORLD 8-3

TIME ▶ 400
COINS ▶ 78
DIFFICULTY ▶ E
ENEMIES ▶ 2 4 5 7 8 9 10 18

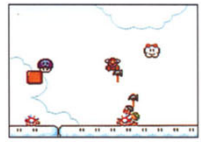


SPRING FREE CLEARANCE

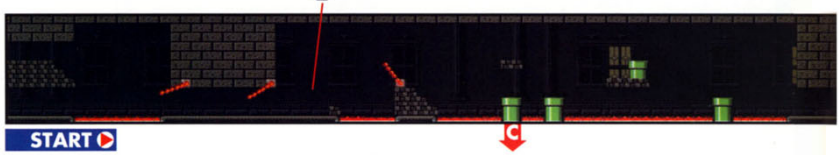
If you bounce off of the Spring here, you may collide with mid-air enemies. Dash and leap from the top cloud. You'll clear the long gap with ease.

MAJOR DANGER

A Lakitu, a Hammer Brother and a Poisonous Mushroom cause trouble for heroes here. Watch them carefully, then dash and jump when you see a clearing.



WORLD 8-4



TIME ▶ 400
COINS ▶ 5
DIFFICULTY ▶ E
ENEMIES ▶ 4 5 6 12 14 16 17 18

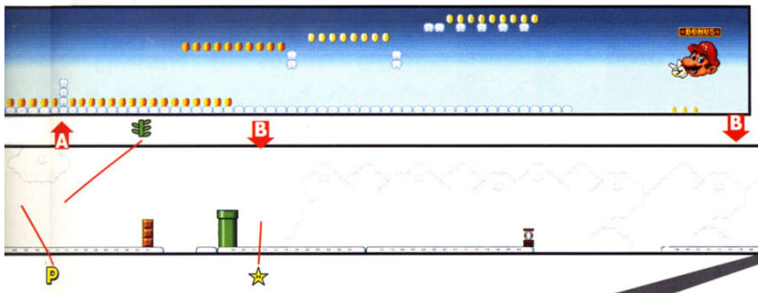
MAKESHIFT RUNWAY

When the sliding platform is within a block's width of the bricks, dash from the platform to the bricks and make a Fire-Bar clearing jump.

BOWSER'S BROTHER

You're in for a surprise. Bowser's got a twin. Watch out for his Hammers and pelt him with Fireballs or make a run for it.

SUPER MARIO BROS.™ THE LOST LEVELS

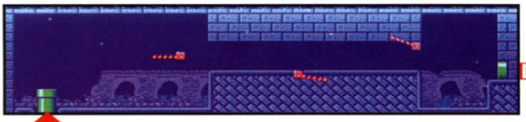


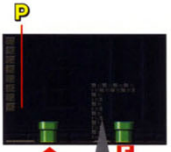
PLATFORM CONSTRUCTION

A pair of hidden blocks near the edge of this gap serve as a platform for your big leap into wide open spaces. Pop the blocks, dash and jump.

GOAL

BACK TO THE BEGINNING OF THE STAGE





PIT PROBLEMS

A pair of Koopa Paratroopa make leaping over this lava pit a tricky task. Watch the Green Koopa carefully and bounce off its back when it's in the right position.

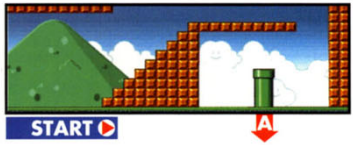
MID-AIR MOVE

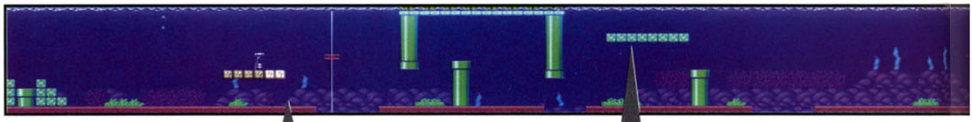
Walk off the ledge to the right and move to the left in mid-air to land on the pipe.

THE REAL DEAL

No more fakes! This is the real King of the Koopas and he's meaner than his brother.

BOWSER



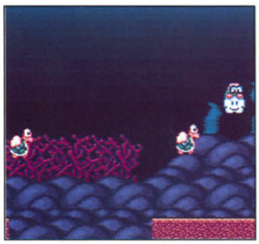


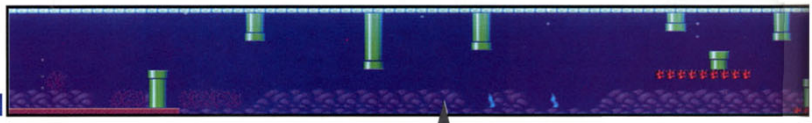
FALSE BLOCKS

The cloudy Coin Blocks at the beginning of this watery world are only an illusion. If you attempt to pop them from below, you might swim into the path of Bullet Bill.

SURFACE SAFETY

Swim with the waves near the surface of the water in this area. You'll avoid contact with the water-bound Lakitu and Koopa Para-troopas who patrol the ocean floor.

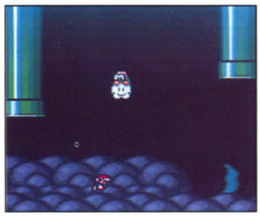




TIME ▶ 400
COINS ▶ 9
DIFFICULTY ▶ E
ENEMIES ▶ 8 9 10 18

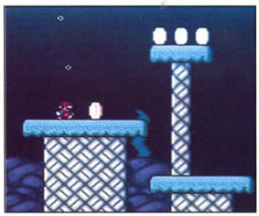
SUBMERGE

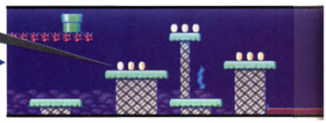
With Piranha Plant potential and a Lakitu between the pipes in this area, you'll do well by staying near the bottom of the screen.



COIN COLLECTION

Collect enough Coins so that your total is a multiple of 11. Then hit the flagpole when the last digit of the timer matches. You'll earn a 1-Up!





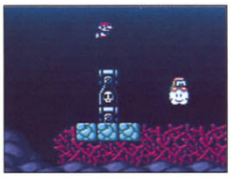
TIME ▶ 400 COINS ▶ 0
DIFFICULTY ▶ E ENEMIES ▶ 1 3 4 5 6 7 8 9 10 17 18

SUPER MARIO BROS.™ THE LOST LEVELS

GOAL

NO BILL

The water has disarmed this Bullet Bill battery. You won't encounter any shells here.



COME UP

Swim toward the surface here to avoid being chomped by the Piranha Plants.

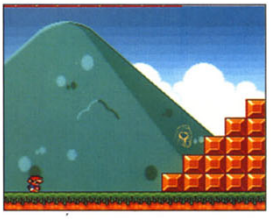
GOAL

THE MOST ELUSIVE OF THE LOST LEVELS

World 9 and its four challenging stages can only be reached by hearty adventurers who complete all of the first eight worlds in one playing session. They are the ultimate Lost Levels.

① SAVE THE TOADS

There are Toads in every one of the first seven worlds. In order to qualify for admittance into World 9, you must save the Toads in each of those worlds, then move on to World 8 and save the Princess. If you warp past any of the dungeons, you'll go straight from World 8-4 to World A-1.

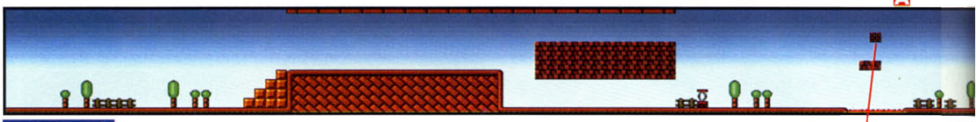


② DON'T STOP

The second condition that you must conform to in order to reach World 9 is to play through the first eight worlds without quitting.If you choose the "Save & Quit" option or reset the game at any point, you'll be locked out of the world. You can, however, choose "Save & Continue" as many times as you wish.

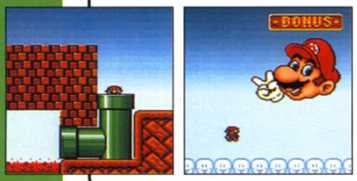
WORLD 9-3

TIME ▶ 400 COINS ▶ 16
DIFFICULTY ▶ A ENEMIES ▶ 16



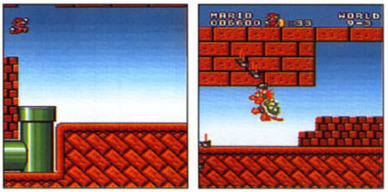
DOWN TO THE CLOUDS

This pipe serves as an alternate entrance to the Coin-filled bonus area. After you sink into the pipe, you'll find your hero climbing an invisible vine up to the clouds. Collect the Coins and return to your adventure.



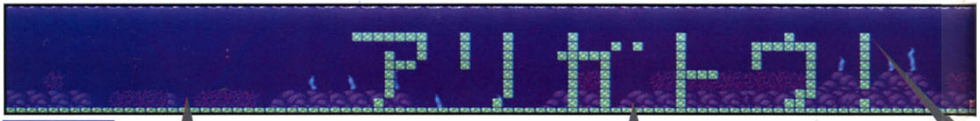
NO NEED TO FIGHT

Koopa appears in this narrow passage. Avoid the ousted King of the Koopas by leaping through the hole in the ceiling, then run along the roof.



WORLD 9-4

TIME ▶ 400 COINS ▶ 0
DIFFICULTY ▶ A ENEMIES ▶ 1 3 4 5 6 14 17

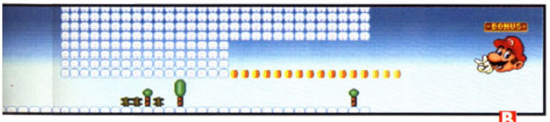


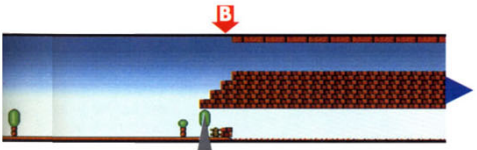
MUSHROOM KINGDOM PARADE

Various Mushroom Kingdom enemies will approach you one at a time in this watery passage. You can easily avoid them by swimming toward the surface.

A MESSAGE IN THE BLOCKS

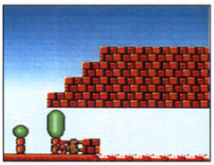
When you reach the end of this ultimate Lost Level, you'll see a message in the block formations.

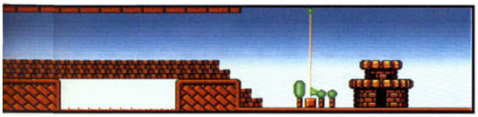




NO LAVA PIT ATTRACTIONS

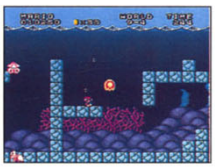
While you can approach the edge of the lava pit in this area, there is no way to cross the surface of the pit and there are no items of interest nearby.





FIERY FIEND

Before you get to the end of this water stage, you'll encounter a flaming Podoboo. Watch it carefully and move quickly to avoid it.



THE FIREBALL CHALLENGE

Having completed the first nine worlds, you can perfect your skills by playing again and defeating the enemies shown below with Fireballs.

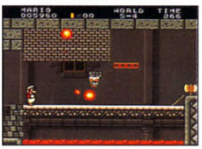
WORLD 1-4

WORLD 2-4

WORLD 3-4

WORLD 4-4

WORLD 5-4



WORLD 6-4

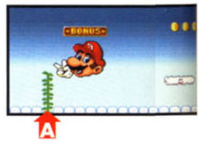
WORLD 7-4

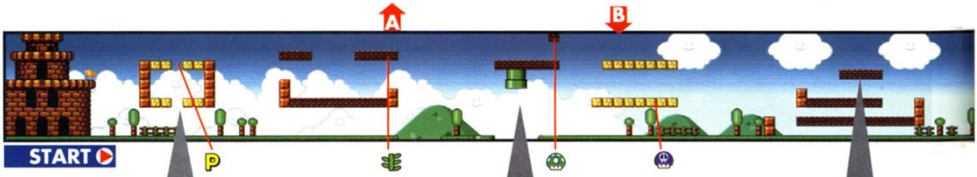
WORLD 8-4

WORLD 9-3 → **BOWSER**
WORLD A-4 → **KOOPA TROOPA**
WORLD B-4 → **BUZZY BEETLE**
WORLD C-4 → **SPINY**
WORLD D-4 → **BOWSER**

WORLD A-1

TIME ▶ 400
DIFFICULTY ▶ D
COINS ▶ 103
ENEMIES ▶ ❷❸❺❼⓲





POWER POINTS

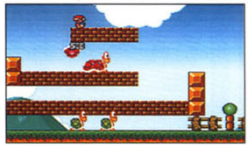
Pop a Koopa through the space between the blocks, then hit the shell in the air for 8,000 points.

UP AND OVER

You'll drop to the top of this row of bricks from the bonus area and avoid a tricky jump below.

REBOUND 1-UP

Kick the top Koopa shell to the left, then follow it as it plows through the enemies for a 1-Up.

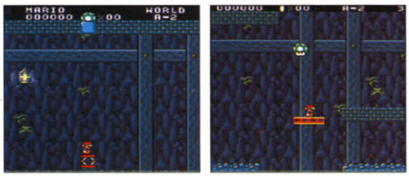


WORLD A-2

TIME ▶ 400
DIFFICULTY ▶ C
COINS ▶ 0
ENEMIES ▶ ❼⓭⓲

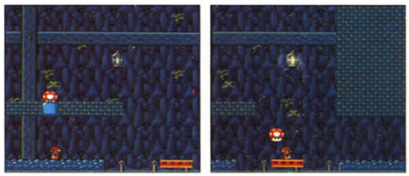
HIT THE CEILING

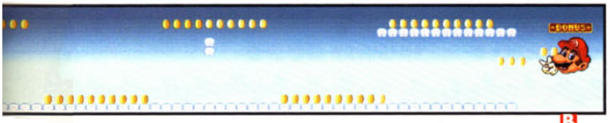
Use the Spring to bounce up and pop a 1-Up Mushroom from the brick. Then collect it as it falls through the next opening.

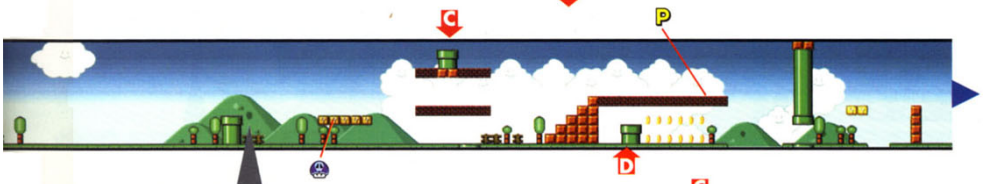


MUSHROOM RECEPTION

If your hero is small, the Power-Up item in this row of bricks will be a Mushroom. Run to the right as it slides and catch it on the platform.

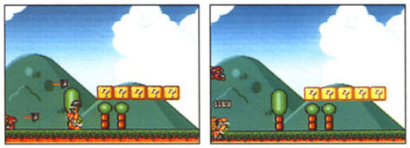


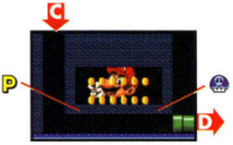


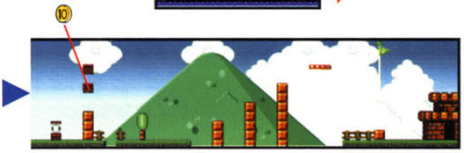


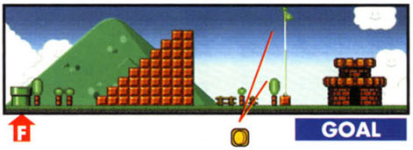
STOP FOR HAMMER BROS.

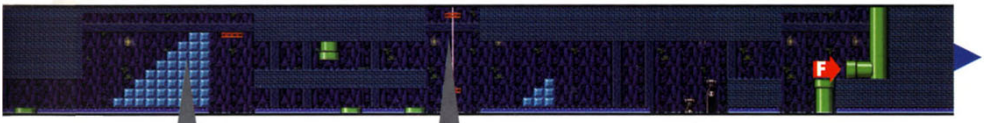
After you clear the pipe, stop for a moment and wait for a Hammer Brother to approach. Then dash and jump over this pesky critter.











THROUGH THE ROOF

A super-sized character can crash through the bricks and jump to the top row.

HOP AND HOP AGAIN

A small character's only way to the roof is to jump onto a lift here and jump again.

WARP ZONE

WORLD A-3

TIME ▶ 400
DIFFICULTY ▶ D
COINS ▶ 27
ENEMIES ▶ 4 5 12 17

WIND WARNING

You'll be hit by a strong gust while running on this cloud platform. Let the wind blow you as you go and try not to lose your footing.

BLOOPER APPEARANCE

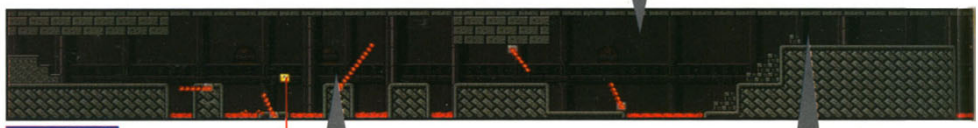
Now that you've survived several underwater stages, you are familiar with the danger of Bloopers. This mid-air Blooper is not as menacing as its fishy buddies.

WORLD A-4

TIME ▶ 300
COINS ▶ 0
DIFFICULTY ▶ D
ENEMIES ▶ 2 13 14 16

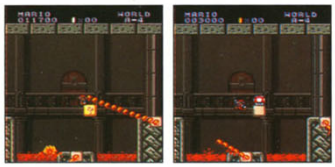
KEEP HOPPING

When the Fire-Bar moves out of your way, jump onto the Fire-Bar block, then jump with super speed to cross the long gap and land on the stairs.



SAFETY ON THE EDGE

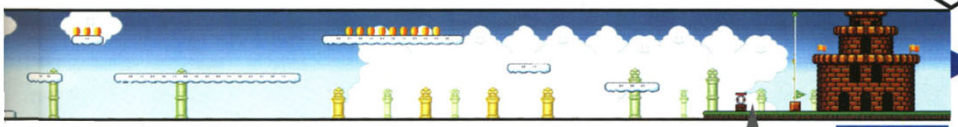
The Fire-Bars will not scathe your character if you stand on the left edge of the Coin Block. Wait there, then grab the Power-Up when the timing is right.



CLEAR THE KOOPA

You can stomp this Koopa Troopa and send it sliding to the right. There's no danger of it bouncing back.

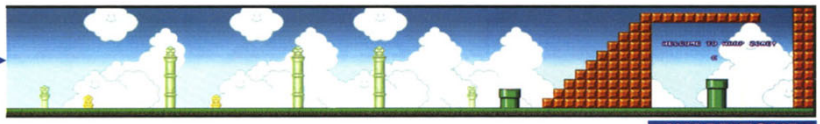
SUPER MARIO BROS.™
THE LOST LEVELS



GOAL

POLE VAULT

If you hit the Spring just right here, you'll have enough air to clear the top of the pole. Then you can move on to the Warp Zone ahead.



WARP ZONE

A LONG WAY BACK

No matter how far you advance in the levels of World 8 and beyond, you will always start from the beginning of the level after your character bites the dust. That's one more reason why these are such challenging stages.

BOWSER

VALLEY OF THE PODOBOOS

Five Podoboos pop up and sink back into the lava in this area. Start jumping as they are on their way down.

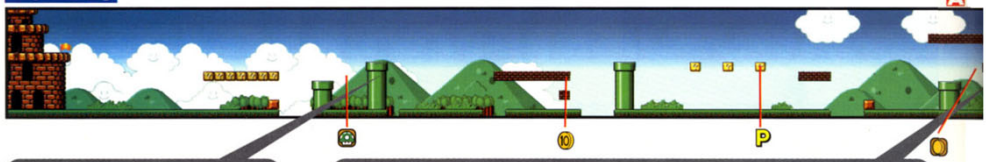
DASH AND DOUBLE HOP

Approach the edge with a super quick dash, then jump on the ornament at the end and jump again.

WORLD B-1

TIME ▶ 400 COINS ▶ 87
DIFFICULTY ▶ C ENEMIES ▶ 3 5 6 18

START ▶



WORTHLESS 1-UP

Since you have endless chances to continue, this 1-Up is not needed.

BLOCKED BY A BLOCK

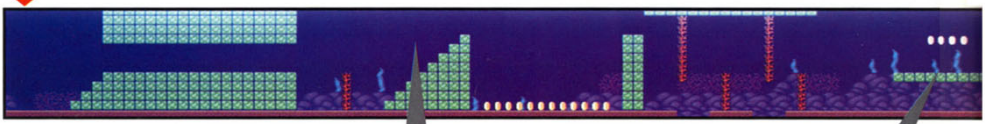
Watch out! If you wait under a hidden block to stomp a Koopa, you'll jump with less height than you expected.

WORLD B-2

START ▶

TIME ▶ 400 COINS ▶ 62
DIFFICULTY ▶ D ENEMIES ▶ 3 5 12 17

C C



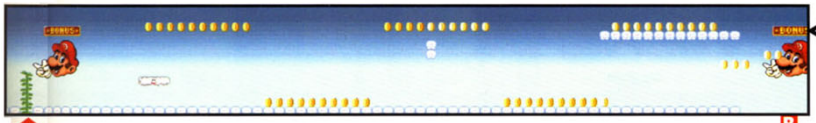
DROPPING A KOOPA

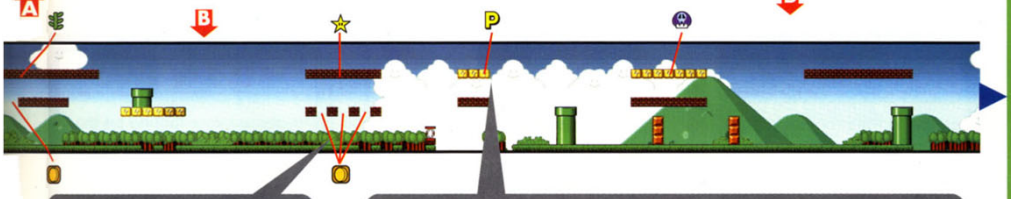
A Koopa Paratroopa bounds down the stairs near the beginning of this water stage. If you're not careful, you'll be trampled.

STAY GROUNDED

Go below here to avoid the hopping Koopa Paratroopa that rules the top of the blocks. You won't get the Coins, but you'll be safe.

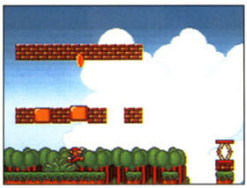
SUPER MARIO BROS.™
THE LOST LEVELS





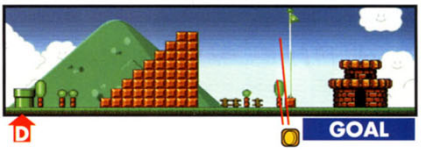
BLOCK PARTY

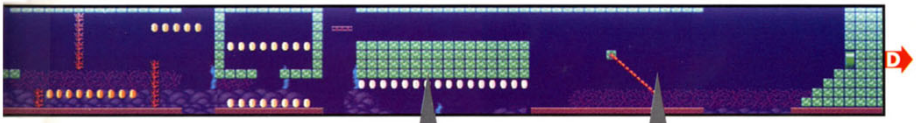
A trio of hidden blocks in this row of bricks make for a solid platform when they materialize.



MID-AIR BONUS

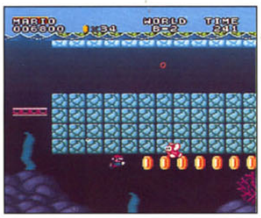
Hit the block on the far right and jump when the Power-Up Mushroom flies.





DON'T SINK

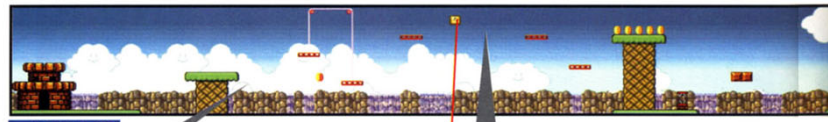
The low route is safe and Coin-filled. Swim steadily and make sure that you don't let your hero go below the bottom of the screen.



LONG, LONG FIRE-BAR

This extended Fire-Bar swings freely in the wide open space. Follow it as it goes around and head for the exit.

WORLD B-3

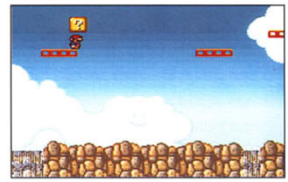


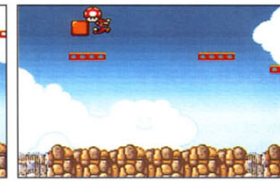
STOMP FREE ZONE

Instead of stomping the pair of Koopa Paratroopas in this area, you should target the pulleyed platforms for a better chance to advance.

QUICK CATCH

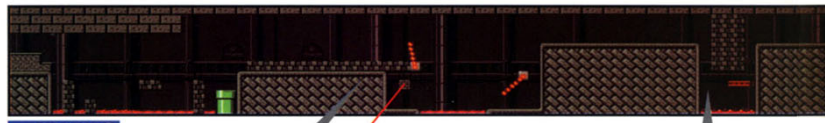
Pop the block as you ride the sliding platform here and grab the Power-Up Mushroom before it drops. Then, secure your footing on the platform or the block and jump to the next challenge.





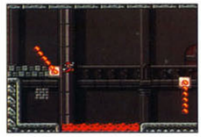
TIME ▶ 300
DIFFICULTY ▶ D
COINS ▶ 10
ENEMIES ▶ 2 4 5 13 18

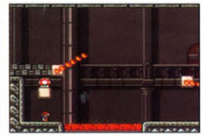
WORLD B-4



FOR EXPERTS ONLY

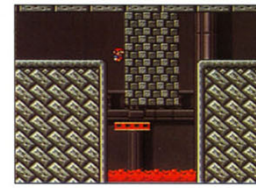
You can catch this Fire-Bar-guarded Power-Up if you're fast.



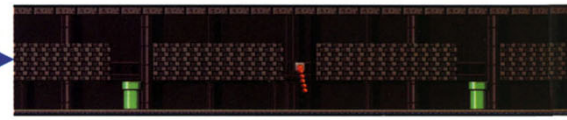


LOW CLEARANCE

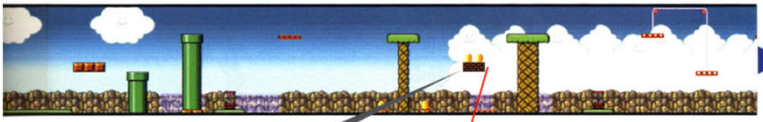
Riding this sliding platform is the only way across the gap. If your hero is super-sized, he'll have to duck in order to squeeze under the bricks.



TIME ▶ 300
COINS ▶ 0
DIFFICULTY ▶ D
ENEMIES ▶ 16 18

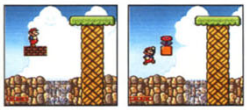


SUPER MARIO BROS.™ THE LOST LEVELS



POWER-UP DASH

If your character is super-sized, hit the bricks quickly to clear away one and make a Fire Flower appear in the other.

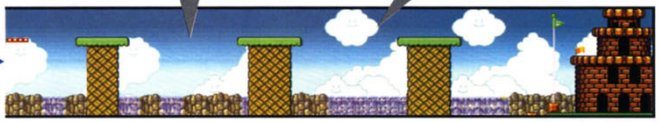


KOOPA HOP

Move forward on the ledge until you can see the next ledge, then wait for the Koopa to approach and take two quick hops to your goal.

DANGEROUS LANDING

A Koopa Troopa patrols this bluff. Make sure that you react to the Koopa right when you land before it gets too close.



GOAL

WARP ZONE

FAMILIAR SURROUNDINGS

If you sink into the first or third pipe in this part of the passage, you'll go back to the beginning.

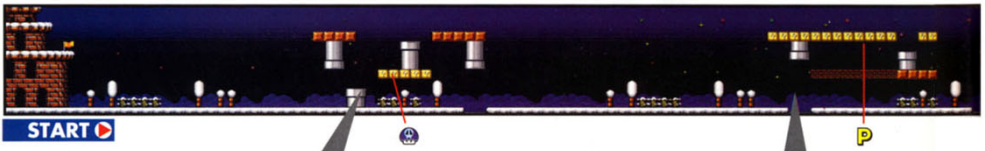
WARP BEFORE BOWSER

Sink into the last pipe in the dungeon and you will go straight to the World D Warp Zone.

BOWSER

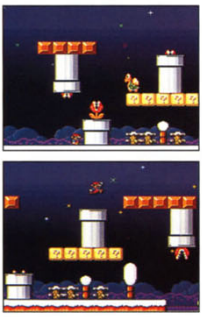
WORLD C-1

TIME ▶ 400
DIFFICULTY ▶ E
COINS ▶ 92
ENEMIES ▶ 4 5 6 7 18



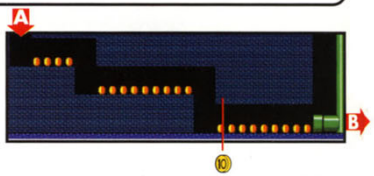
WAIT HERE

Position your plumber to the left of the pipe. Then, when the Piranha Plant sinks and the Koopa walks to the left edge of the bricks, jump and bounce off of the Koopa to the top of the next pipe.

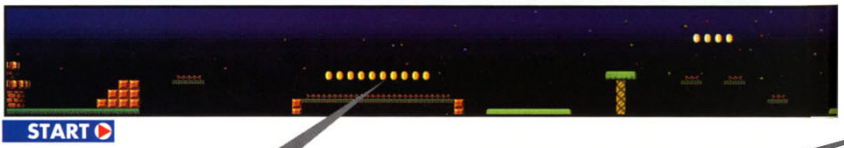


NARROW GAP

If your character is small, dash and jump between the pipe and the row of bricks to reach the Power-Up.



WORLD C-2



BLOOPER WATCH

The Blooper on the bridge will close in on you if you wait too long. Move quickly and cautiously with your eyes on the enemies.

TIME ▶ 400
COINS ▶ 29
DIFFICULTY ▶ E
ENEMIES ▶ 2 4 12 13 17

DASH ACCURACY

You might remember a section of World 4-3 that was very much like this long, open gap. Run with super speed and hop onto the blocks with all of the expert-jumping skill that you can muster. Then, pat yourself on the back.

BOUNCE FOR DISTANCE

You've perfected the Koopa Paratroopa Bounce by now. Jump to the right and target the Koopa to bounce off of its back and land on the bricks.

BOUNCE FOR HEIGHT

Altitude is more important than distance in this situation. When you bounce off of the Koopa, take advantage of the extra air time and land on the bricks above.

GOAL

A LONG WAY TO KOOPA

The Koopa Paratroopa in this area hovers near the right edge of the gap, leaving a big space between the left edge and itself. Walk to the right until you see the Koopa, then back up, dash and jump. With luck, you'll hit it.

POWER IN THE AIR

Jump up when the sliding platform is positioned under the Power-Up here, then jump again and collect the Mushroom.

GOAL

WORLD C-3

TIME ▶ 400 COINS ▶ 10
DIFFICULTY ▶ E ENEMIES ▶ 4 5 8 9 10 18

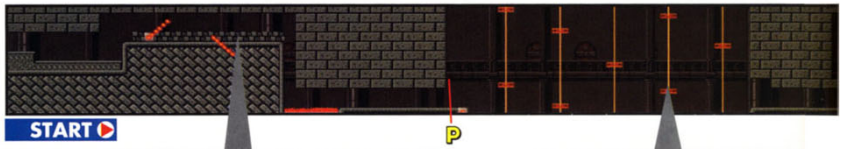
LAKITU TROUBLE

A Lakitu hovers near this Spring. Make sure the air is clear before you jump.

MID-STAGE POWER-UP

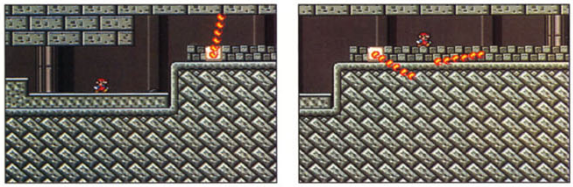
Position your hero between the row of blocks and the bluff in this area. Then jump up to pop a hidden Power-Up block and get your character into fighting shape.

WORLD C-4



FAMILIAR SURROUNDINGS

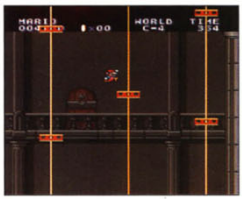
World C-4 is much like World 7-4, only this level opens with an additional Fire-Bar. Dash past the extra obstacle and move on.



TIME ▶ 400 COINS ▶ 0
DIFFICULTY ▶ E ENEMIES ▶ 2 6 14 16

UPS AND DOWNS

This open area of the dungeon includes five lifts. Power-Up by popping up the hidden block first, then leap from the block to the closest lift. If you're light on your feet, you should be able to hop across the gap with ease.



SUPER MARIO BROS.™ THE LOST LEVELS

NOWHERE TO RUN

Be careful! There's very little room to get away from the Lakitu in this area.

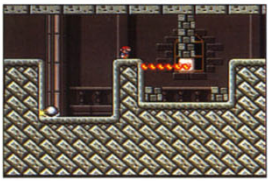
WIND LOSS

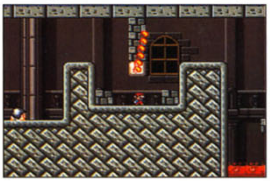
The wind stops blowing when you reach this area. Don't let it affect the way that you jump.

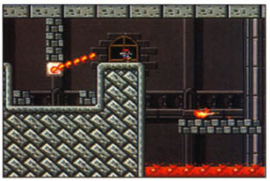
GOAL

V-SHAPED HOP

The bricks in the corners of this boxed-in area will keep you from hiding from the Fire-Bar. Instead, you'll have to move very quickly, leaping from the left edge to the center to the right edge without stopping.

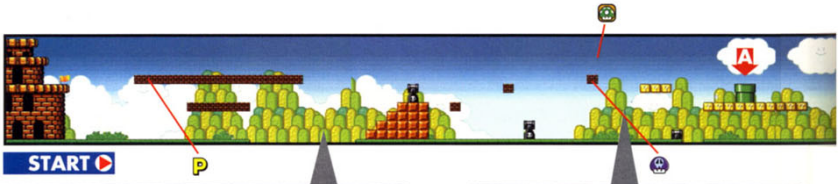






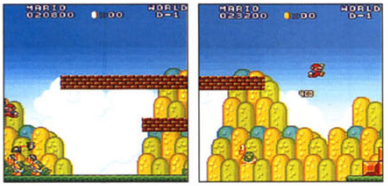
BOWSER

WORLD D-1



TOUGH BEGINNING

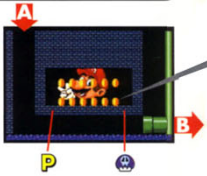
This level has two challenges. You must first pass a pair of Hammer Bros., then clear a long gap by bouncing off a Koopa.



KOOPA BOOST

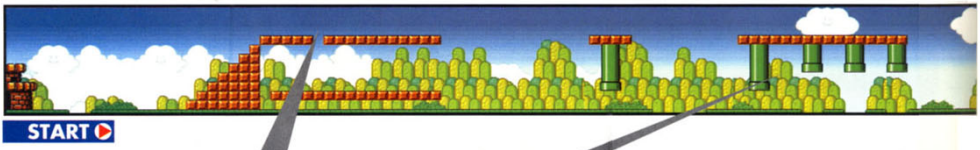
Hit the back of a Koopa Paratroopa to launch your hero to the top brick. Then jump again to reveal a 4-Up Mushroom.

TIME ▶ 400 COINS ▶ 25
DIFFICULTY ▶ E ENEMIES ▶ 3 4 5 6 7 13 18



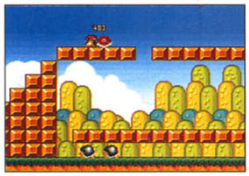
WORLD D-2

TIME ▶ 400 COINS ▶ 65
DIFFICULTY ▶ E ENEMIES ▶ 2 3 4 5 6 13 18



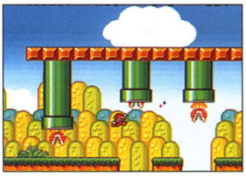
KICK AND DASH

Once you flatten the Koopa, kick its shell and run with super speed to clear the narrow gap.



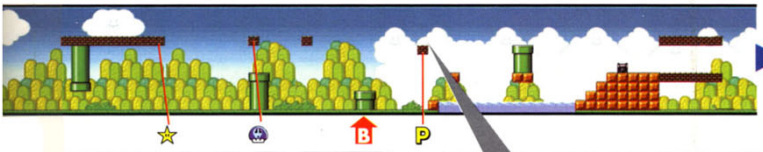
HOPSVILLE

Upside-down Piranha Plants cause trouble here. Hop across the gaps and avoid the plants.



MUSHROOM RETRIEVAL

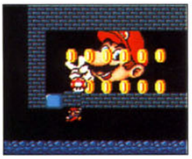
After your pint-sized plumber pops the Power-Up, hit the brick to the right so that he can collect it.



SUPER MARIO BROS.™ THE LOST LEVELS

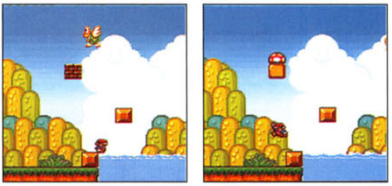
THE LOST MUSHROOM

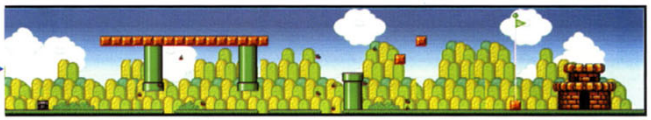
The Power-Up in this Coin Room is boxed in by bricks. If your hero is small, it is unreachable.



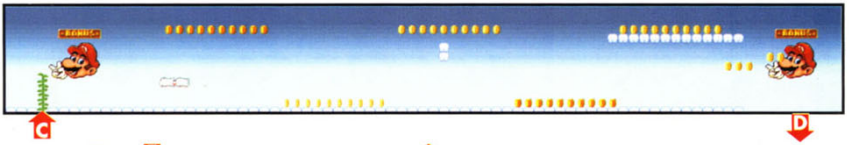
SHORT RUN, HIGH JUMP

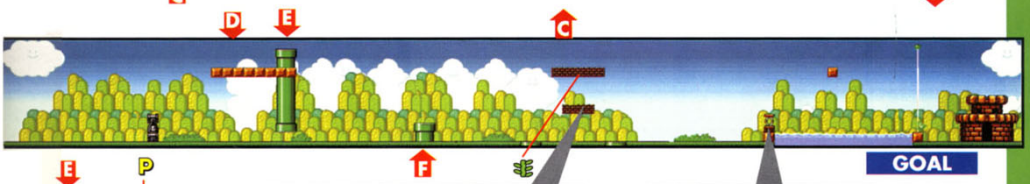
There's a Power-Up in the floating brick. Dash left from the right edge of the ground block and jump to pop it out.



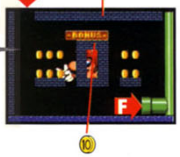


GOAL



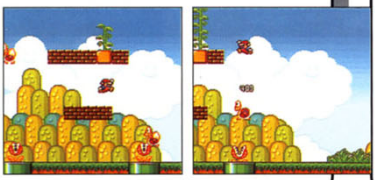


GOAL



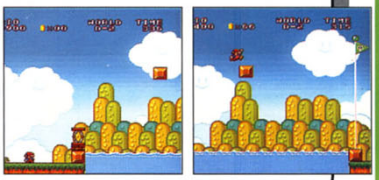
DOUBLE BONUS

When you bounce off of the Koopa in this area and climb the vine, you'll be on the path to a pair of bonus areas.



ACCURACY COUNTS

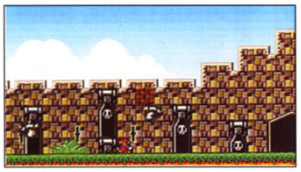
The floating block in this area is a narrow but crucial platform. Carefully jump to the block and hop to the flag.



WORLD D-3

NO BILL ZONE

By standing next to this Bullet Bill Cannon you can keep it from releasing shots as you wait to collect the Power-Up in the area.



HAMMER HI-JINX

A Hammer Bros. duo causes trouble here. Dash and jump over the Bros. and between the hammers.

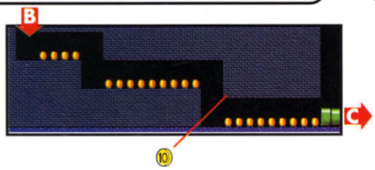
TIME ▶ 400 COINS ▶ 9
DIFFICULTY ▶ E ENEMIES ▶ 2 5 7 13 18

WORLD D-4

TIME ▶ 400 COINS ▶ 47
DIFFICULTY ▶ E ENEMIES ▶ 4 5 7 12 14 16 17 18

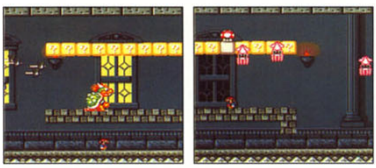
LONG JUMP, LONG BAR

Jump across this gap as soon as the Fire clears away, then hit the ground dashing and run to safety.

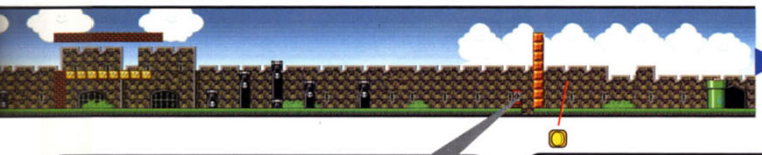


GO BELOW BOWSER

Run under Bowser's brick platform here, then jump up and double back to collect the Power-Up.



SUPER MARIO BROS.™ THE LOST LEVELS

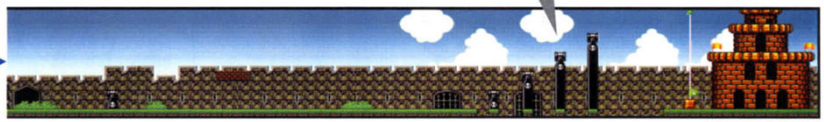


WATCH FROM ABOVE

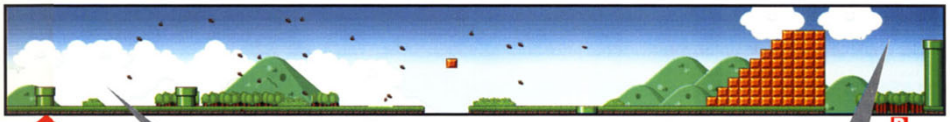
Wait at the top of this stack of blocks for the Hammer Brother to close in. Then jump off of the blocks and stomp or pass.

CANNON HOPPING

As you leap from one Cannon to the next here, make sure that a Bullet Bill isn't launching from the next Cannon up.



GOAL



A

B

A

STOP, THEN STOMP

Wait for the Hammer Bros. on the left side, then stomp 'em.

PIRANHA WATCH

Move to the right until the Piranha Plant comes into view. Then jump when the pipe is clear.

GRAND FINALE

You've met Bowser many times to get to this point. Now, beat him once more to complete the last Lost Level.

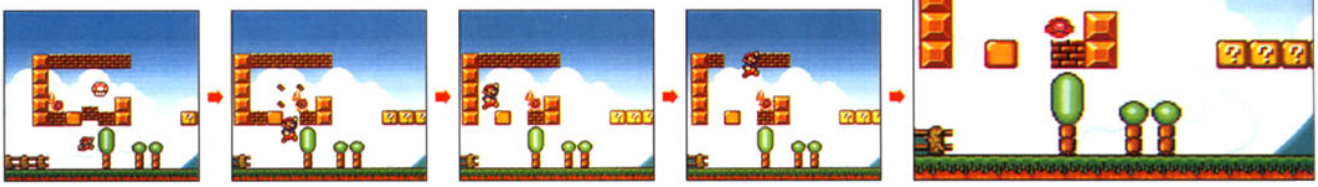
BOWSER

MASSIVE 1-UPS

If you're a master at Koopa crunching, you can accumulate a lot of 1-Ups by letting a Koopa shell bounce between your character and a wall. But, don't collect more than 100 1-Ups or weird things might happen.

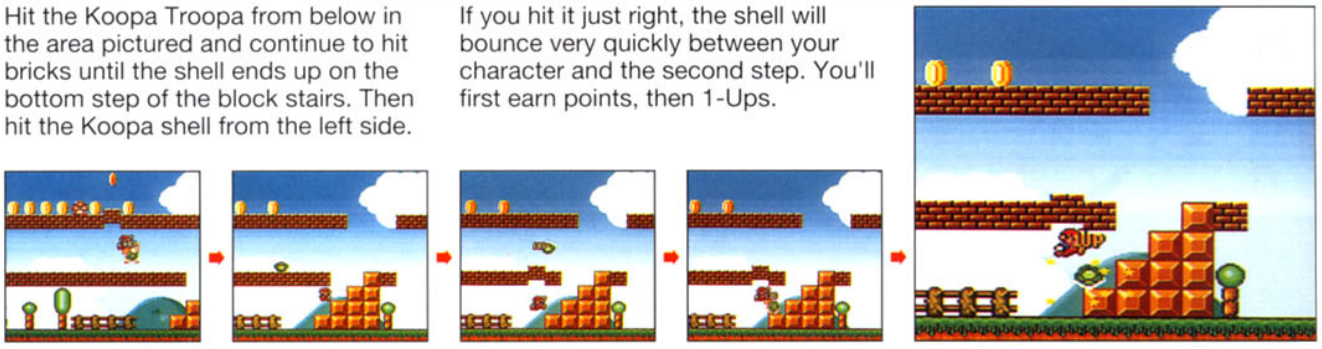
WORLD 1-2 PART 1

After you pop the Power-Up out of the bricks and collect it near the beginning of this level, corner the Koopa Troopa on a single brick to the right. Then clear away the surrounding blocks, stomp the Koopa and jump onto the left edge of the Koopa's shell. The shell will bounce out of control and start to register 1-Ups.



WORLD 1-2 PART 2

Hit the Koopa Troopa from below in the area pictured and continue to hit bricks until the shell ends up on the bottom step of the block stairs. Then hit the Koopa shell from the left side. If you hit it just right, the shell will bounce very quickly between your character and the second step. You'll first earn points, then 1-Ups.



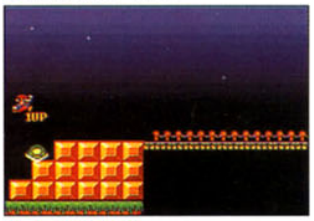
WORLD 2-1

Hit the Koopa Paratroopa on the bridge and let it walk to the left edge. Then arrange it so that the shell bounces back and forth between your hero and the top step for a ton of extra lives as previously described.

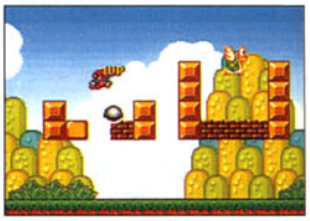
MORE STAGES

You probably have a good idea of what it takes to earn a lot of 1-Ups with this technique by taking a look at the above examples. Listed below are more places where you'll find 1-Up opportunities.

- **WORLD 2-3**



- **WORLD 6-1**



- **WORLD 7-1**
- **WORLD 7-2**
- **WORLD 8-2**
- **WORLD A-1**

SUPER MARIO ALL-STARS

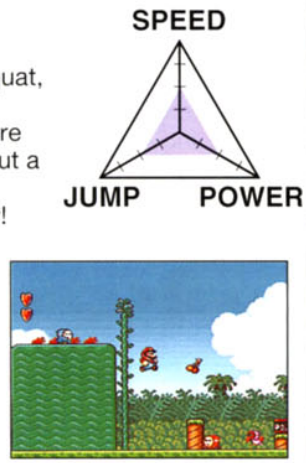
SUPER MARIO BROS.™ 2

SUPER TEAM

What a team! Banded together for a huge adventure are Mario, Luigi, the Princess and Toad, her faithful retainer. Each character has special talents. Get to know them well. You'll need all their skills to get you through the challenges.

MARIO

Mario can walk, jump, squat, slide, climb, swim, fly, float and stomp. Those are just the basics. How about a pick-up and kick move? He's a well balanced guy!



SPEED

JUMP POWER

LUIGI

Mario's tall, slim brother has a few tricks of his own. Those long legs are good for extra high jumps. And his running ability isn't too shabby either!

SPEED

JUMP POWER

For the first time, the Princess is playing more than a waiting game. She's very talented at floating into action.

SPEED

JUMP POWER

TOAD

He's happy. He's loyal. And he's a helpful member of the team in a pinch. The Princess' retainer, Toad, is not hindered in the least by the weight of Items as he scampers along.

SPEED

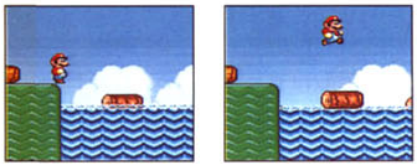
JUMP POWER

BASIC TECHNIQUES

SUPER MARIO BROS. 2

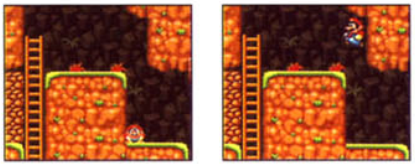
JUMPING

While at a standstill, press "A." You'll jump up and down, but not very high. Pretty simple!



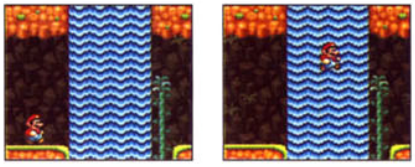
SUPER JUMP

Your body flashes after you squat by holding Down on the Control Pad. Press "A" while flashing. Super!



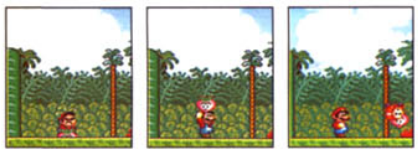
RUNNING JUMP

Press "A" while running, and you can jump much higher than when you jump from just one spot.



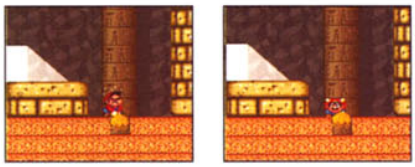
LIFT AND THROW

With the "B" Button, you can pull up the grass and even pick up and throw the nastiest enemies.



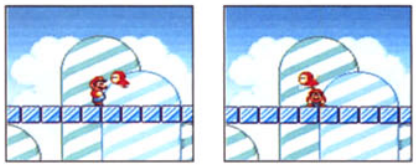
DIGGING

Press "B" repeatedly to dig into the soft sand and move downward. If you can, grab Cherries.



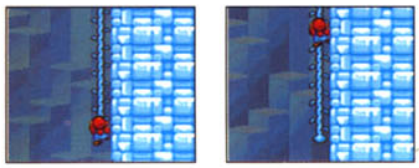
DUCKING

Throughout the crazy dream world of Sub-con you'll find you want to duck out of danger! Handy.



CLIMB

Some blocks contain magic vines that you can climb to reach bonus stages or secret rooms.

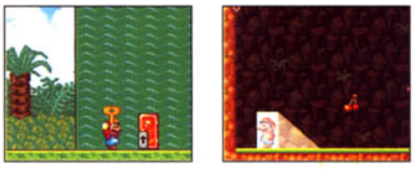


POP INTO PIPES

Just press Down, and slide! What a way to get around. Try going up an upside-down pipe.

DOORWAY

Press Up when you're in the doorway to open the various doors, some of which are invisible!

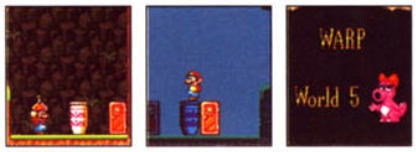


SUB-SPACE

Take a potion to get through a door and into Sub-space. Then find a mushroom and Power-Up!

WARP

The land of dreams has a Desert, Island, Winter Wonderland, Koopa Castle and more. Warp through doors.



SLOT GAME

If you do some weeding when you're in Sub-space, you get to play a matching game at stage-end.

ITEMS

All of these items will help you on your quest. Use some items to get the best of your enemies, some to restore your life, and others to enter new or hidden areas. This list will help you identify unfamiliar items that you find along the way.

SPROUT

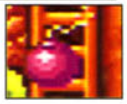
It's not full grown, but you can still use it to attack the bad guys!

VEGETABLES

Use them to attack. You may also get a "Stopwatch" each time you find five.

BOMB

It will flash and explode a few seconds after you pick it up. Try it on walls.



BOB-OMB

Although he's an enemy, Bob-Omb can also be thrown like a Bomb.

SHELL

When you throw it, it will glide on the surface of the ground and "shell" the enemy.

POW

Throw it and create an earthquake! Enemies on the ground will be "all shook up."

1-UP MUSHROOM

This is especially helpful. Just reach out and catch it.You have a whole new life!

POTION

Use the Magic Potion for a swift voyage to Sub-space. You'll need it to find mushrooms and Coins.

SUB-SPACE MUSHROOM

This Mushroom appears only when you enter into Sub-space at one certain spot.

KEY

You need it to unlock a door. But you can also give it a turn at enemies. Yes!

ROCKET

Sometimes when you pull up grass, a Rocket appears. Take off with it. Zoom!

HEART

Defeat a lot of enemies and a Heart appears. It's great for your Life Meter.

STARMAN

It may appear when you have enough Cherries. You'll be invincible against enemies.

CHERRY

If you manage to pick up plenty of bonus Cherries in your adventures you'll get Starman.

STOPWATCH

An important trick is to count and remember all the vegetables you have found.

COIN

The grass you pull up in "Sub-space" will turn into Coins. Handy at the Bonus Chance Stage.

MUSHROOM BLOCK

Throw it to attack the enemy. Use it as a lid, or use it as a take-off base.

ENEMIES

In Sub-con, the World of Dreams, you will find many strange creatures lurking at every turn. They are Wart's "moppets."

These enemies try to foil the efforts of the brave foursome. Some enemies look different in this All-Stars version.

1 RED SHYGUY

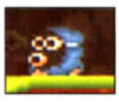
This wandering Zombie of Sub-con is weak.

2 SHYGUY PINK

He moves back and forth on the hills. Avoid him!

3 RED SNIFIT

He's related to Shyguy. Watch out for bullets!



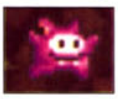
4 PINK SNIFIT

He moves back and forth and shoots accurately.

5 GRAY SNIFIT
He jumps then spits a bullet. Learn the timing.

6 NINJI-1
This Ninji moves fast and chases you persistently.

7 NINJI-2
This Ninji jumps around, but doesn't do much damage.



8 RED BEEZO
This fellow is mean. He attacks by diving at you.

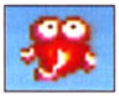
9 PINK BEEZO
This is no rose. Study the pattern of his movements.

10 TWEETER
This bird is no feathered friend. Watch the beak!

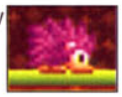
11 HOOPSTER
If you have to, jump through hoops to avoid Hoopster.

12 PHANTO
If you have a Key, Phanto will chase you.

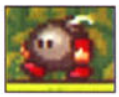
13 TROUTER
This fishy fellow is a little stinker. Scram!



14 PORCUPO
This spiny fellow is a real pain to run into. Jump!



15 BOB-OMB
Here comes a hot foot! Don't step on him.



16 ALBATOSS
He carries Bob-Omb, so steer clear or get him!

17 PIDGIT
Let Pidgit float by if possible.

18 COBRAT
This slithery fellow is trouble in a jar.

19 PANSER
Stop Panser's hot air by tossing Shyguy at him.

20 OSTRO
A bad guy likes to ride Ostro--your way!

21 POKEY
This crawling cactus makes a point--ouch!

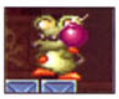
22 AUTOBOMB
This fellow makes for an explosive encounter.

23 FLURRY
He looks like a harmless little blob. Don't run into him.

24 SPARK
He's not nearly as hot as Fryguy but watch out.

25 BIRDO
The best way to deal with this egg tosser is to toss 'em back!

26 MOUSER
This super-cool mouse hits you with Bombs. Bomb him back.



27 TRYCLYDE
Oh, no, a three-headed Fireball thrower. Get help!

28 FRYGUY
This nightmare has a very hot temper.

29 CLAWGRIP
He scuttles back and forth and throws rocks.

30 WART
This Boss has lots of special tricks.

KEY

Each area of the game has been rated for difficulty. A is easy and E is brutal.

The enemies found in the stage are listed by number. See the enemy list above.

DIFFICULTY ▶ C ENEMIES ▶ ❶❷❸❹

MAP SYMBOL KEY					
BOMB		SPROUT		VEGETABLES
POW		BOB-OMB		TURTLE SHELL
SUB-SPACE MUSHROOM		1-UP MUSHROOM		POTION
		KEY		ROCKET

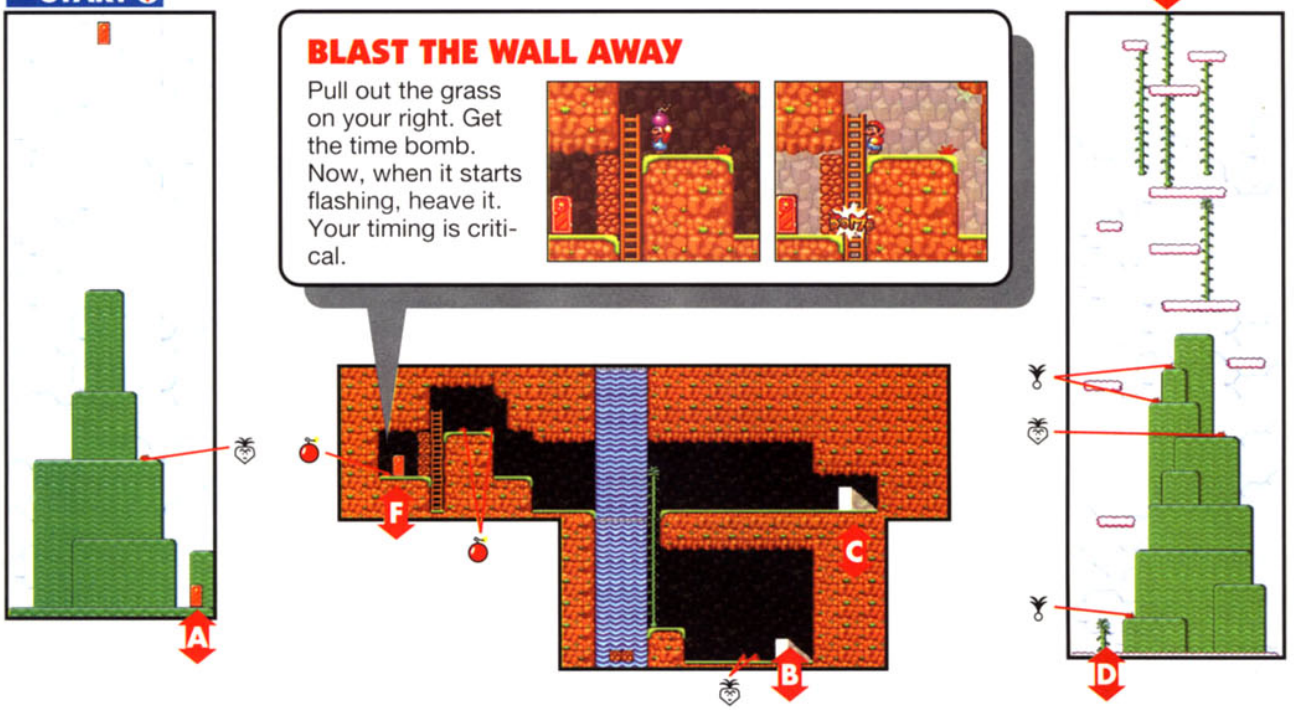
WORLD 1-1

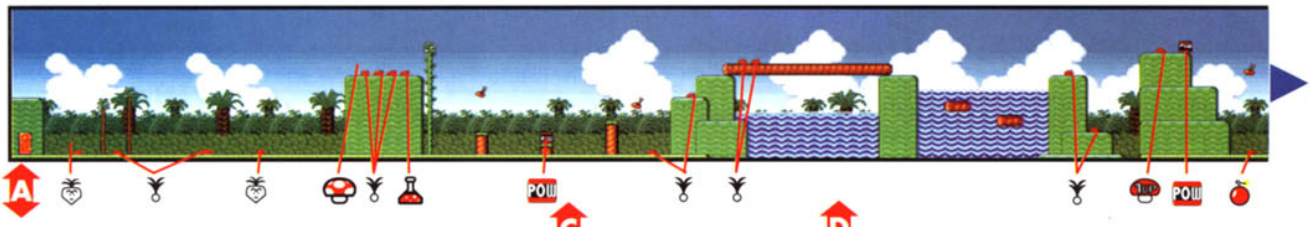
DIFFICULTY ▶ A ENEMIES ▶ 1 2 6 10 11 25

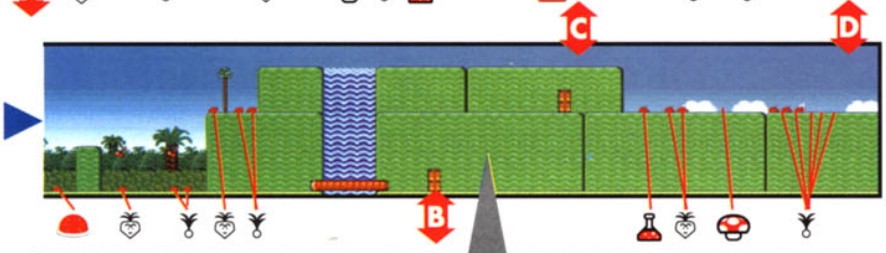
START

BLAST THE WALL AWAY

Pull out the grass on your right. Get the time bomb. Now, when it starts flashing, heave it. Your timing is critical.

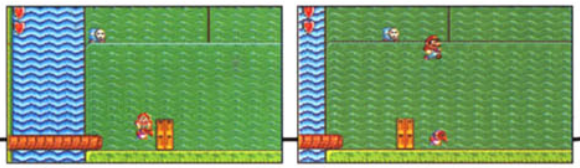






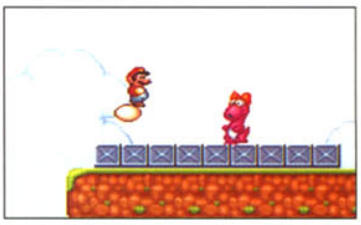
SUPER-JUMP SHORTCUT

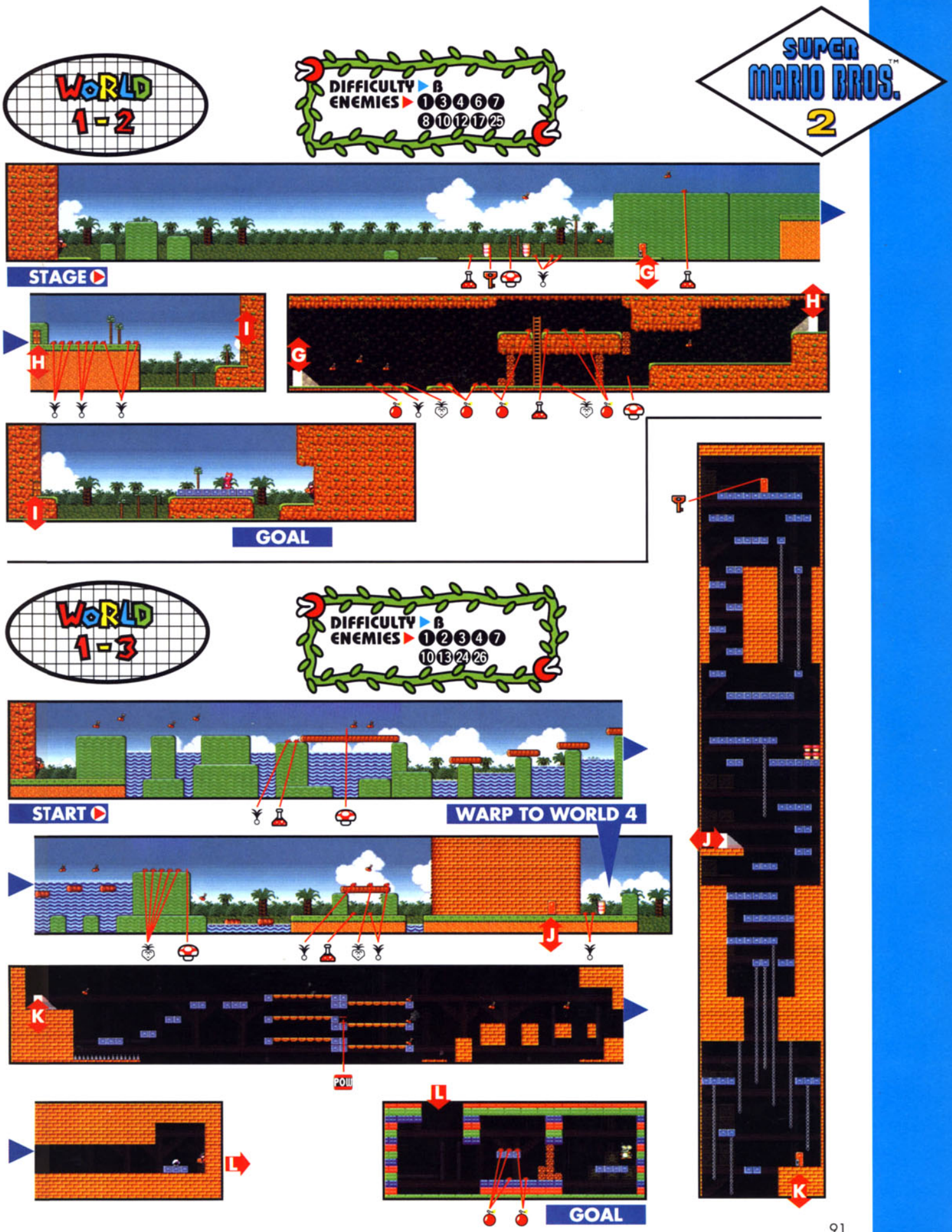
Hop on Tweeter, then squat. When "Tweet" hops, jump high to avoid a waterfall.



BEAT BIRDO

Catch the eggs and duck behind the stone steps. Now wing 'em! Three hits is it!

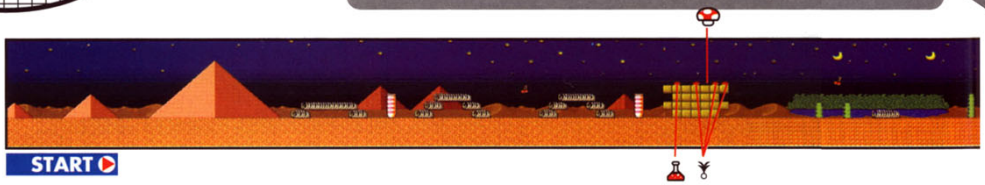



WORLD 1-2
DIFFICULTY ▶ B
ENEMIES ▶ 1 3 4 6 7 8 10 12 17 25
SUPER MARIO BROS. 2
STAGE
G
H
I
GOAL
WORLD 1-3
DIFFICULTY ▶ B
ENEMIES ▶ 1 2 3 4 7 10 13 24 26
START
WARP TO WORLD 4
J
K
POW
L
GOAL

WORLD 2-1

HEAVE SHYGUY AT PANSER!

Panser is spitting flames at the top of the steps. Throw Shyguy (below) at Panser. You're cool!

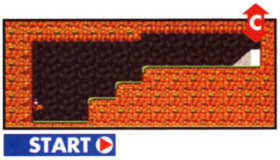


DIFFICULTY ▶ C
ENEMIES ▶ 1 2 4 18 19 25

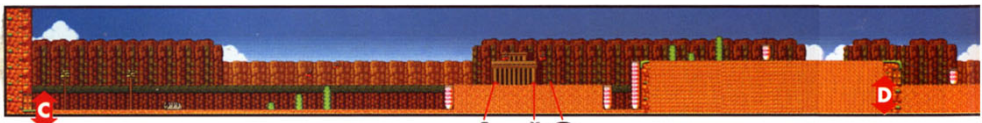
DON'T FALL BEHIND

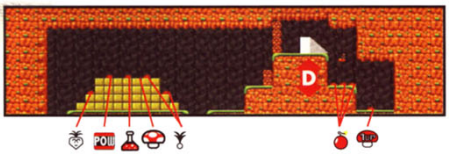
Who's the plucky boss of World 2-1? Birdo! Throw three eggs at him, and he'll be one plucked boss. Watch out. Don't fall into the chasm right behind him!

WORLD 2-2



DIFFICULTY ▶ C
ENEMIES ▶ 1 2 4 7 8 18 19 21 25

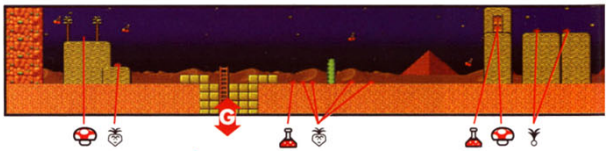


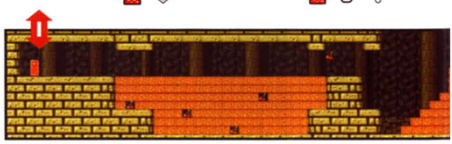


USE THE MUSHROOM BLOCK

You don't have to take the heat from Birdo. When he spits fireballs and eggs at you, retaliate with three Mushroom Blocks heaved from above. Bye bye Birdie.

WORLD 2-3

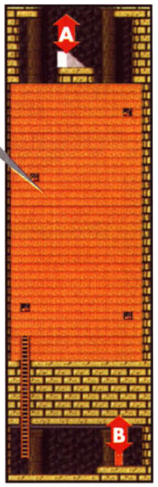




DIFFICULTY ▶ D
ENEMIES ▶ 1 2 7 8 10 12 18 19 21 24 27

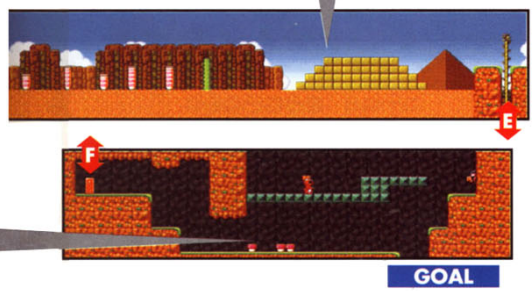
GRAB A CHERRY, AND KEEP GOING

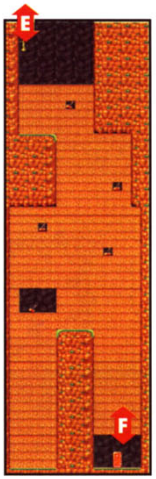
If you have already picked Cherries, you'll meet up with Starman. Grab that sand and start digging.

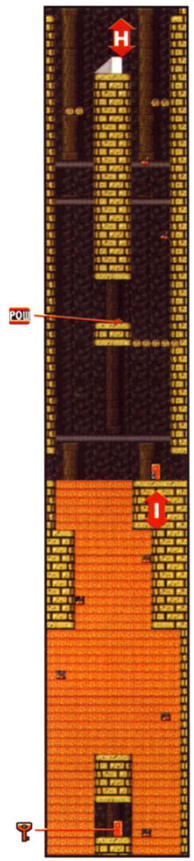


SPEED TO SAFETY

There's trouble ahead at the top of the stone steps. Cool off the two flame throwers with something at the bottom of the steps– or hot foot it out of there!



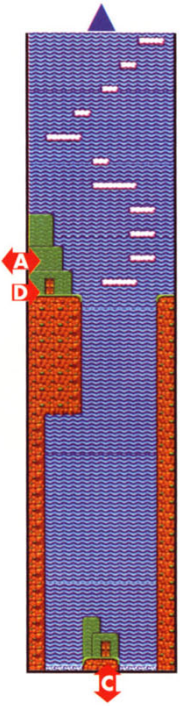




WORLD 3-1

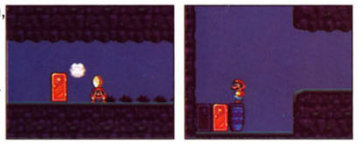
DIFFICULTY ▶ C
ENEMIES ▶ 2 8 17 19 25

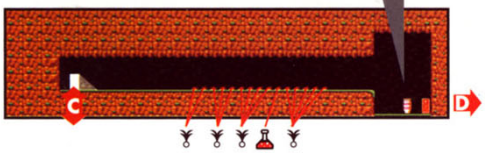
START ▶



COINS OR WARP?

In the secret room, there's a Potion hidden in the grass. Use it for gold or shortcuts–if you can find it!

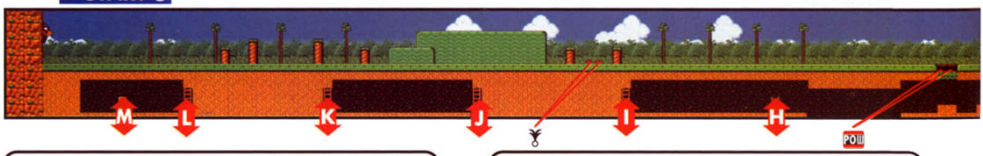




WORLD 3-2

DIFFICULTY ▶ D ENEMIES ▶ 2 4 8 10 14 20 25

START ▶

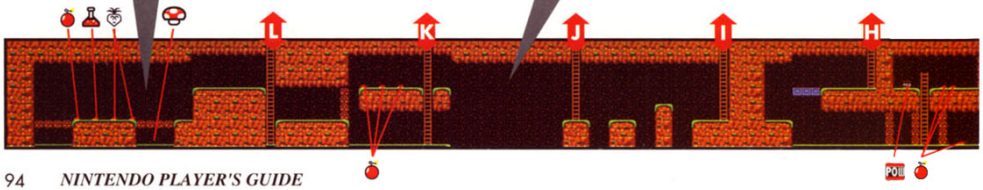


SUB-SPACE 2

You've cleared the underground! Before entering Sub-space, destroy the floor on the right with a bomb. It's the only way to grab a Mushroom.

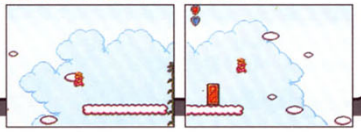
SHORTCUT

Uh-oh. A wide, bottomless pit. Luckily, you have two broad-jumpers on your side; Princess and Luigi. Switch to one of them, it'll save you a lot of time!

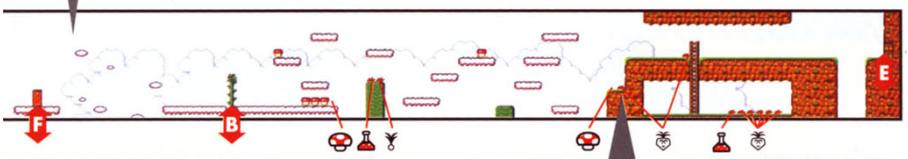


A SHORTCUT FOR THE PRINCESS OR LUIGI

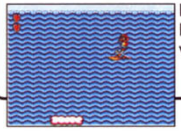
If you're playing with Luigi or the Princess, jump from here to the left. A secret door!



SUPER MARIO BROS. 2



HERE COMES THE FLYING CARPET



Defeat Pidgit as in World 1-2. Fly up on the carpet. Grab the vine for a ride to the next map.

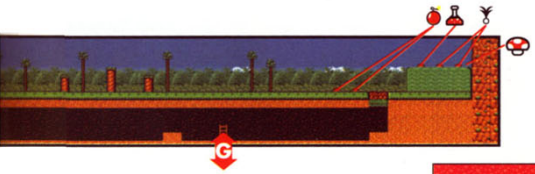
SUB-SPACE 2

Descend the ladder. Find the Potion in the grass (right). The Mushroom is a cliff-hanger.

GOAL

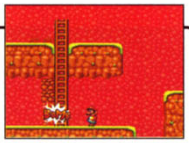
USE THE MUSHROOM BLOCK

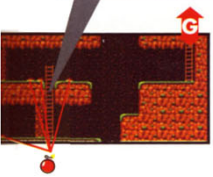
You already know how to pluck Birdo's feathers. Use the Mushroom Block on your left or throw back the eggs he spits at you. He's one long-gone bird brain.

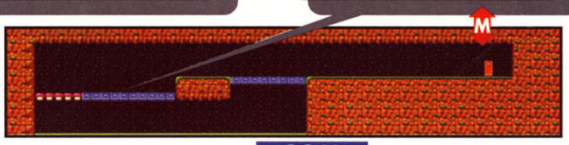


THE BOMBS KEEP YOU AHEAD

Use the Bombs above to blast the 1st and 2nd walls. Then use the Bombs below on the 3rd and 4th walls. Watch out for backfires! Ouch!



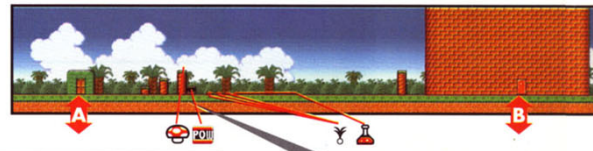




GOAL

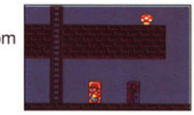
WORLD 3-3

DIFFICULTY ▶ D
ENEMIES ▶ 1 2 3 4 5 6 7 10 12 15 16 19 20 24 26



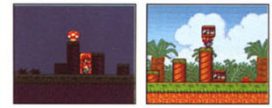
SUB-SPACE 2

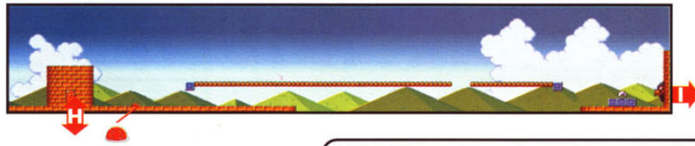
There's a Mushroom hidden at the top of Room 1 but the Room is locked! Get it with the pot between Rooms 1 and 2. Beware of trouble-makers!

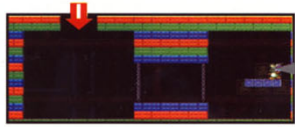


SUB-SPACE 1 AND DOUBLE POWS

If you have a POW inside Sub-space, and Sub-Space disappears, you'll get two POWS! Weird.

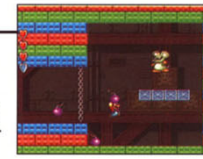




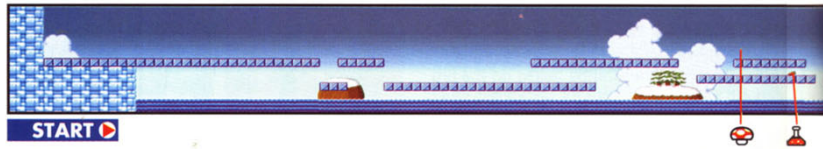


MOUSER

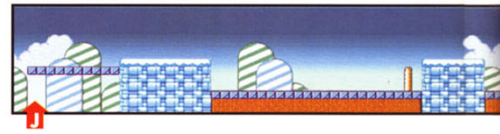
Now it's time to make peace in World 3. But watch out! Heeere's Mouser. Remember how to deal? Catch the bombs, and send back six.

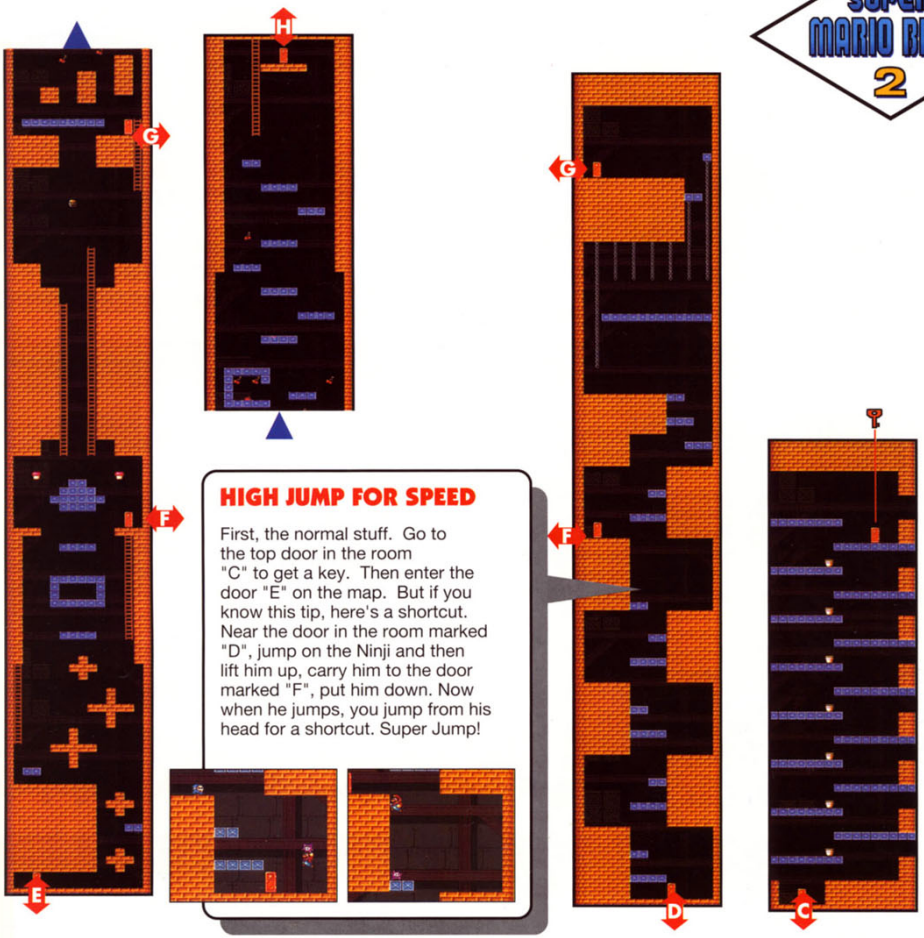


WORLD 4-1



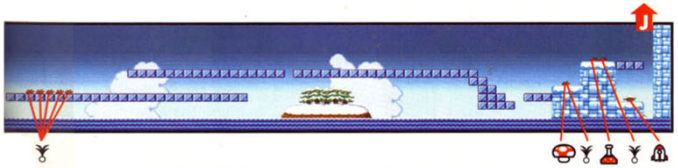
DIFFICULTY ▶ D
ENEMIES ▶ 13 22 23

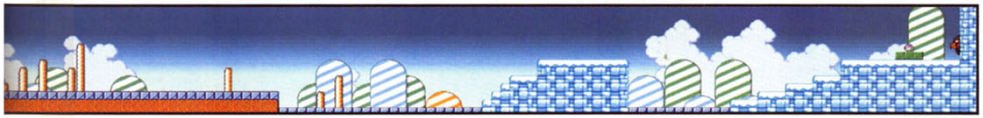




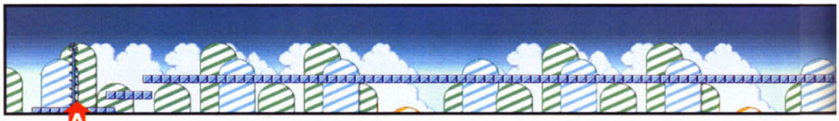
HIGH JUMP FOR SPEED

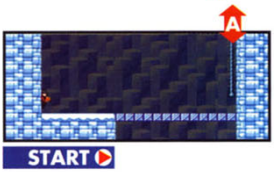
First, the normal stuff. Go to the top door in the room "C" to get a key. Then enter the door "E" on the map. But if you know this tip, here's a shortcut. Near the door in the room marked "D", jump on the Ninji and then lift him up, carry him to the door marked "F", put him down. Now when he jumps, you jump from his head for a shortcut. Super Jump!





WORLD 4-2

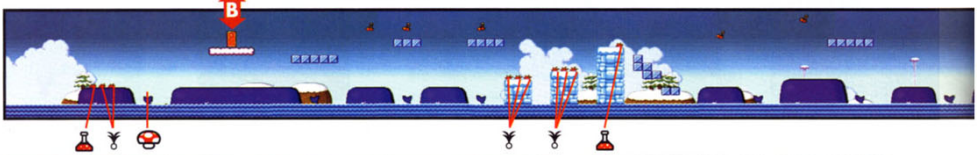


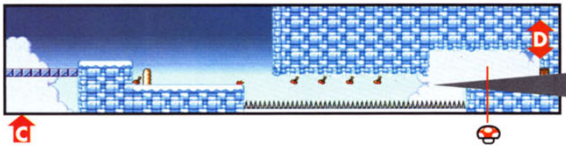


DIFFICULTY ▶ D
ENEMIES ▶ 2 3 9 14 22 23 25

RIDE ACROSS

The whale spout will carry you to the Cherries. But don't blow it!





ADVANCE ON AUTO BOMB

Avoid thorns! Catch the Autobomb. A Cherry gets you Starman.

WORLD 4-3

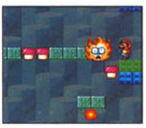
DIFFICULTY ▶ D ENEMIES ▶ 1 2 9 12 23 25 28

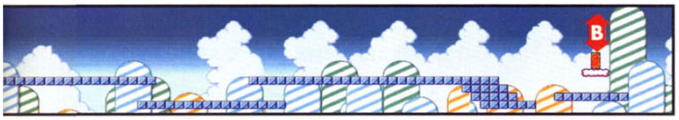
GET ON THE EGG

Wait on Birdo's right side to hitch a ride across the ocean on a flying egg. Scramble!

FRYGUY

You'll need all your Mushroom Block-throwing skills if you think you're even going to dent Fryguy's hot head. He even divides himself into four!



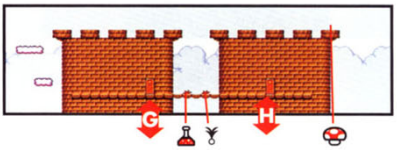


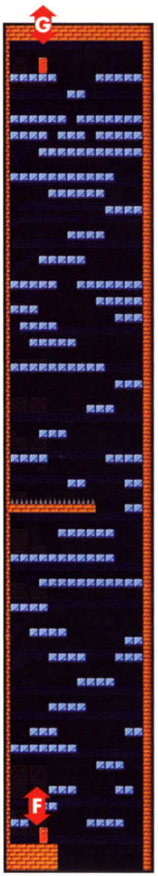
SUPER MARIO BROS. 2

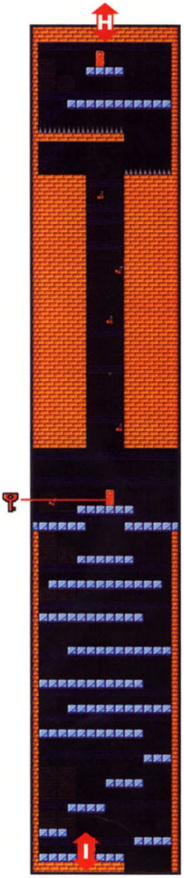
WARP TO WORLD 6

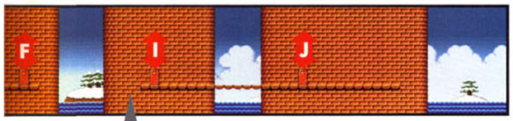
You can Warp to another World through a jar. Carry your Potion from the left side of Map 2 and create Sub-space.

GOAL



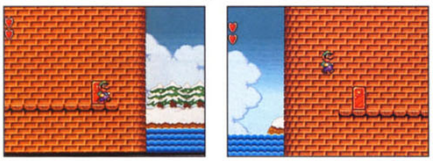




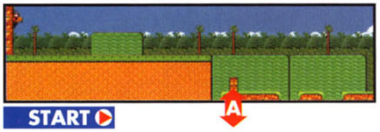


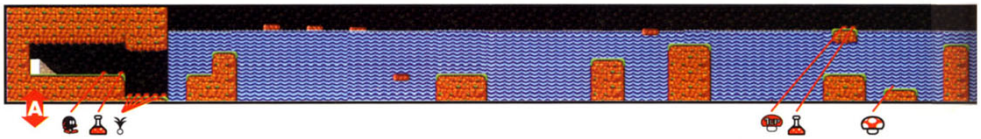
LUIGI AND THE PRINCESS MAKE GOOD

These two characters can really jump, so take the gap at full speed with either one. Hold the "Dash" button (Y) and jump! Either way, you're in the clear.

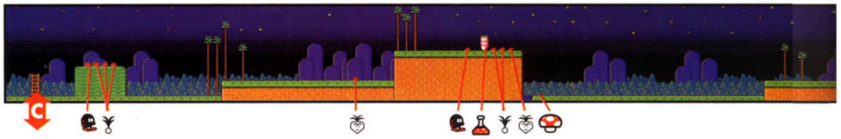


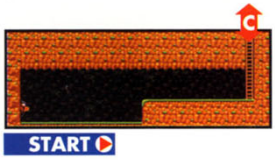
WORLD 5-1



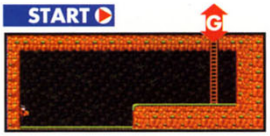


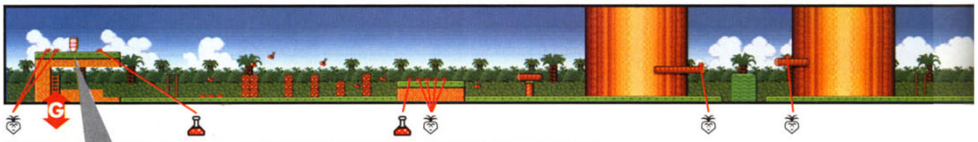
WORLD 5-2





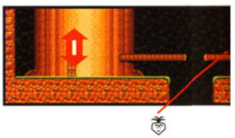
WORLD 5-3

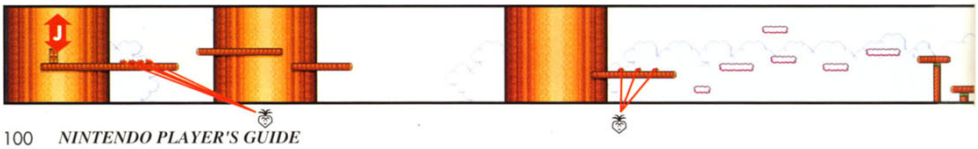




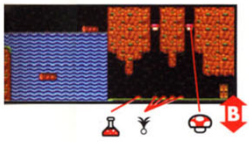
WARP ZONE

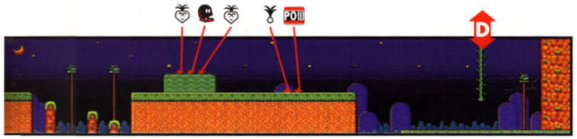
A power squat jump alone isn't enough to reach the jar.

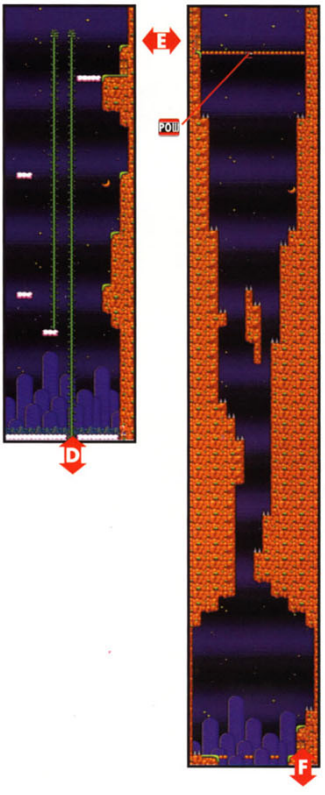


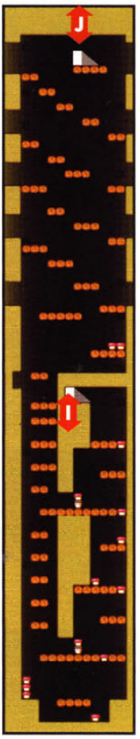


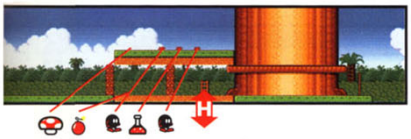
SUPER MARIO BROS.™ 2

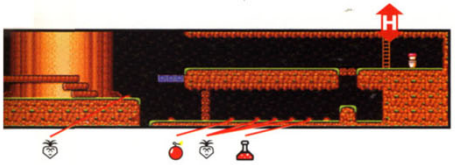




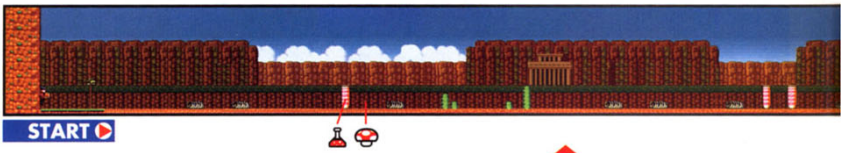




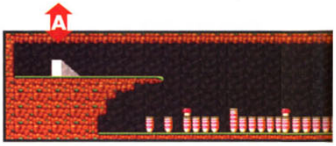




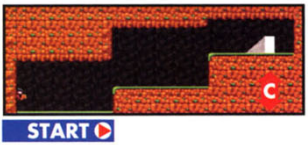
WORLD 6-1



DIFFICULTY ▶ E ENEMIES ▶ 1 2 12 18 19 21 25



WORLD 6-2



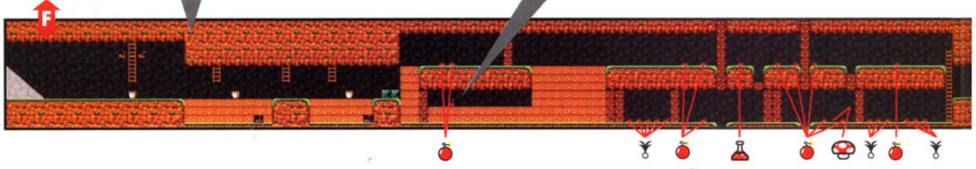
DIFFICULTY ▶ C
ENEMIES ▶ 9 16 19 25

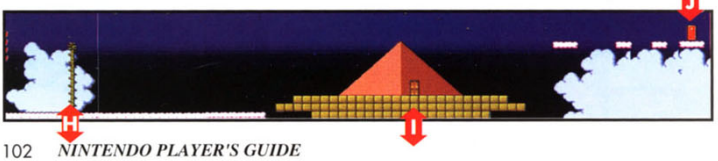
WORLD 6-3

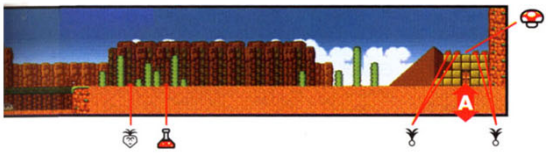
DIFFICULTY ▶ D ENEMIES ▶ 1 2 4 7 11 15 18 21 25 27

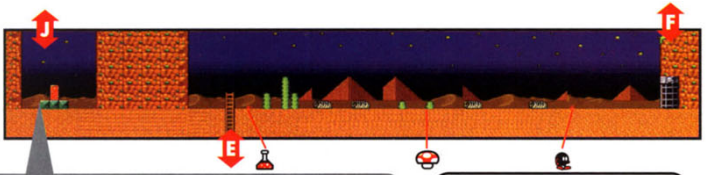
AVOID THE BOB-OMB
Here come Bob-Ombs ! Just climb the ladder and wait.They'll self-explode and blow up the jar.

CALL STARMAN
Use the Cherries you grabbed to blast the lower wall. Get the 5th Cherry, and take off with Starman.



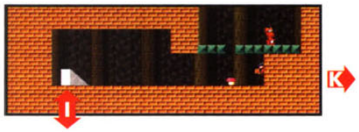


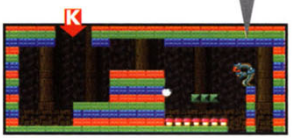




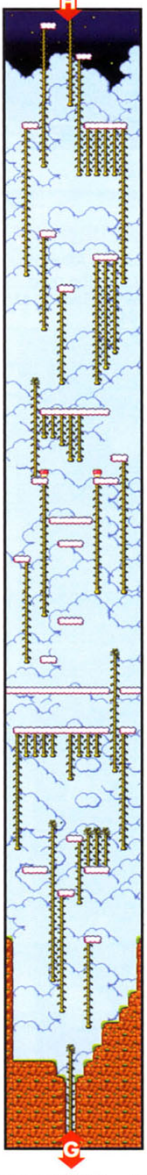
SHORTCUT
Quicksand. Move left to a door in the Warp Zone.

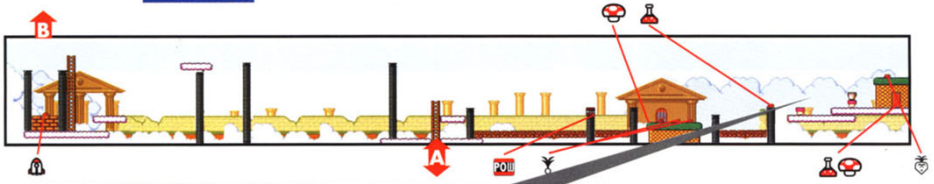
TRYCLYOE
Beat the Boss! Build a wall with three Mushroom Blocks. Stay cool! Now fling the Blocks--at least three bonks!





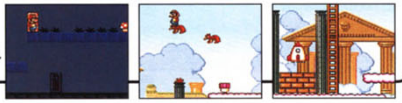
SUPER MARIO BROS. 2

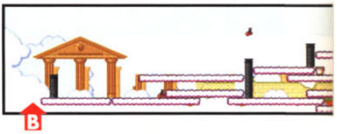


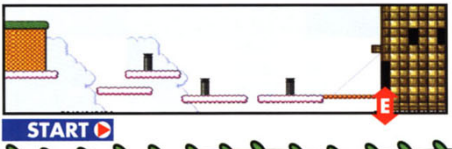


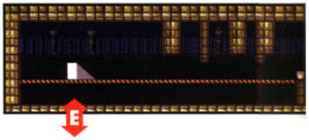
RETURN ON ALBATROSS

Get the Albatoss.
Watch the pole.
Jump! Back to Map 2.









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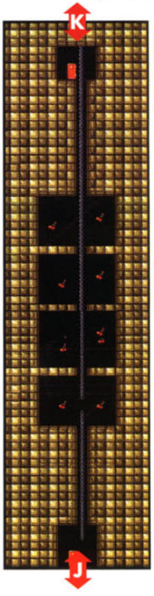
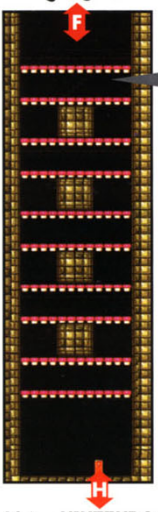
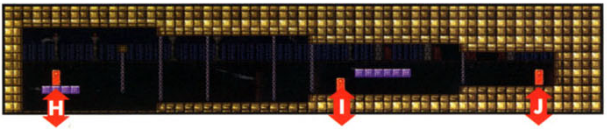
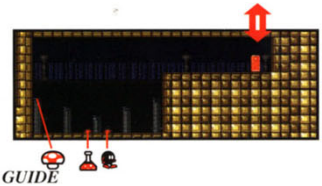




PILE UP BLOCKS AND JUMP

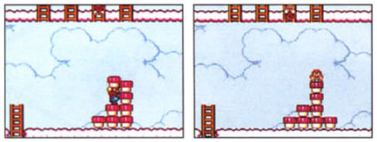
Pile up Mushroom Blocks and squat jump to the cloud. Watch the Sparks. Get rid of them with Blocks before you make your move.

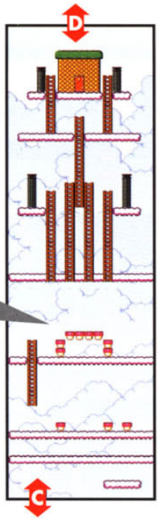




MUSHROOM BLOCK FLOOR

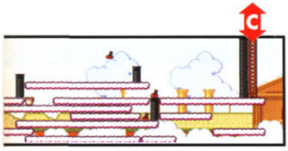
Pull out the Blocks at your feet. Keep going down. Watch for Sparks. Throw Blocks. Pick Cherries. Starman helps too.





SUPER MARIO BROS. 2

GOAL



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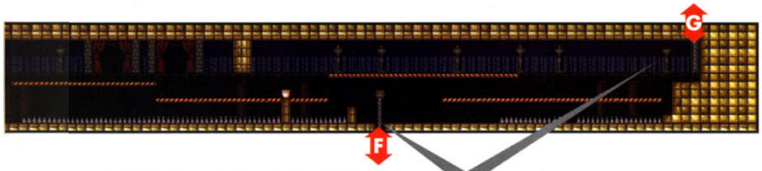
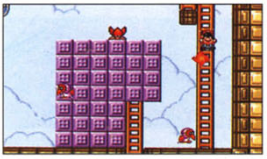


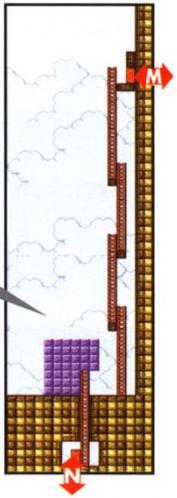
TWO WAY

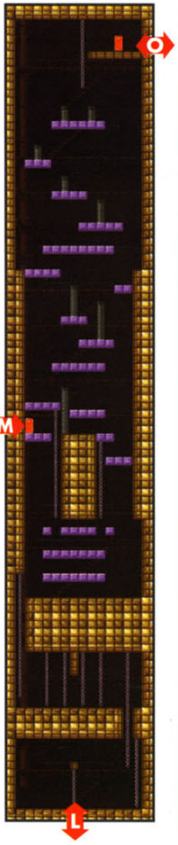
In this map, you can go up (G) or down (F). It doesn't matter, since you can enter Sub-space from either area to grab Mushrooms. You can also get to Wart either way. Increase your life meter to four at the end and go on to meet Wart. Now is the time to wonder whether or not you really want to look at this loony tune.

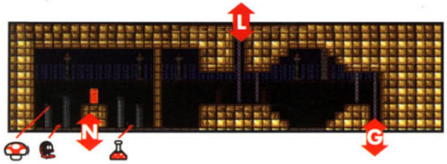
AVOID PANSER

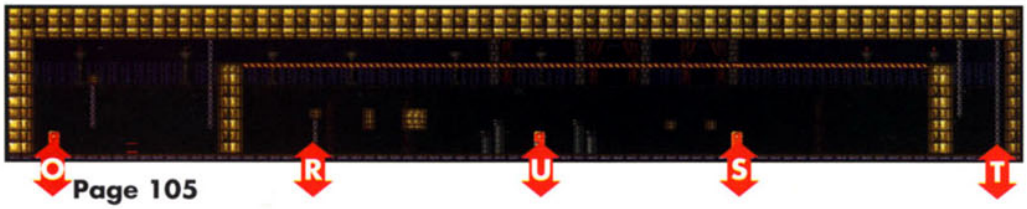
Open the door and you are outside of Wart's castle. What's below? Watch out for Panser.











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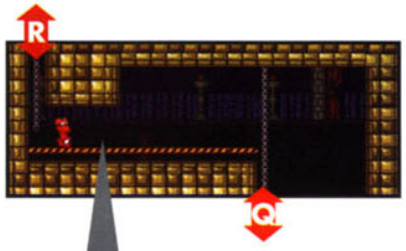
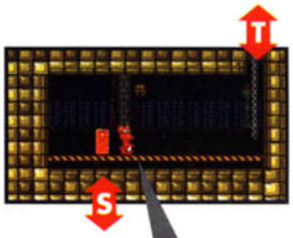


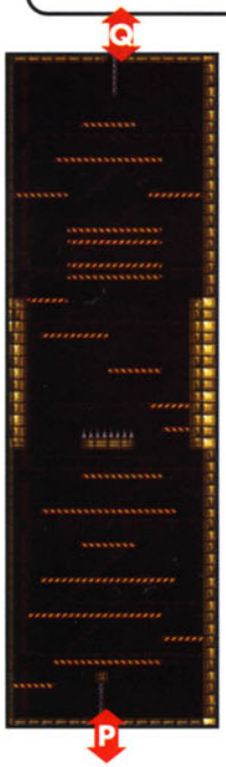


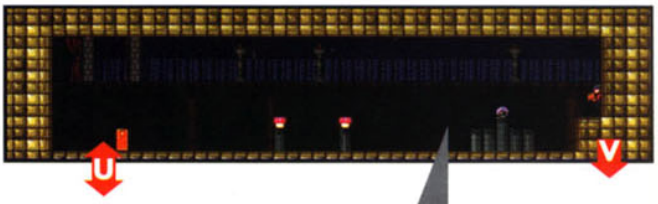
WHAT ARE YOU DOING, BIRDO?

Birdo is blocking your way near the top of the chain.Get past him by ducking under or jumping over him.

TAKE THE LAST KEY

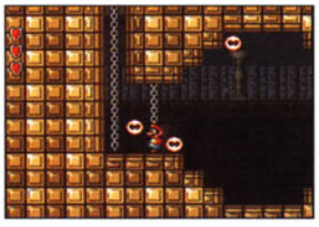
Here, you'll find a Key to the door leading to Wart's digs. Take the Key, open the door– gulp.





SLIP THROUGH BY A HAIR'S BREADTH

Sparks are flying! Run fast or get fried.



MASK GATE ATTACK

Grab the crystal, but beware the Mask Gate! Three hits, you're in!

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FINALLY, WART

This will take all you've got because you are up against the ultimate bad guy. Sly, wily and downright disgusting. Wart pulls out all the stops. Go for it!

SUPER MARIO ALL STARS

SUPER MARIO BROS.™ 3

POWER-UP MARIO!

Mario flies, swims, throws things and turns into a rock in Super Mario Bros. 3! Grab a Power-Up item in the action scenes, or get one from Toad's House to pump up your game!

RACCOON MARIO

That tail! So smooth and stylish! It also allows you to fly and sweep away enemies!

MARIO

The fun starts! Get Power-Ups and you'll really take off!

FIERY MARIO

Fire is cool! You can really torch the enemies that come your way as Fiery Mario!

Super Mushroom

Super Leaf

Fire Flower

SUPER MARIO

You're big; you're bad; you can take an extra hit as Super Mario!

FROG MARIO

Your swimming and leaping abilities will be enhanced when you wear this aquatic outfit!

Frog Suit

Hammer Suit

HAMMER MARIO

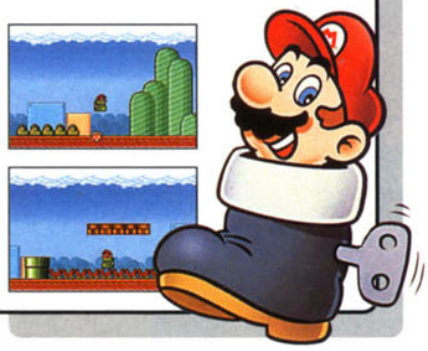
In the Hammer Suit, you can toss powerful Hammers, and the shell is fireproof!

Kuribo's Shoe

Tanooki Suit

KURIBO'S SHOE

Try on this shoe to really get some air! Too bad it's only found in World 5-3.

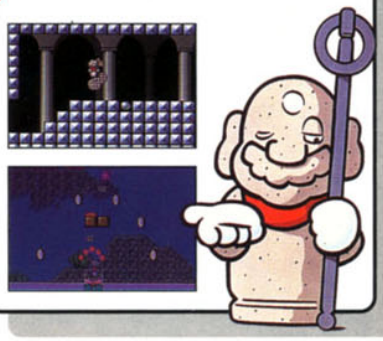


TANOOKI MARIO

This cool suit gives you all the abilities of Raccoon Mario, plus the power to turn into a statue.

STATUE MARIO

Press Down and B to make Tanooki Mario turn into an invincible statue.



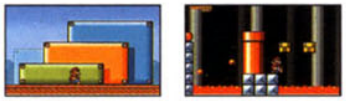
BASIC TECHNIQUES

SUPER MARIO BROS. 3

Check out all these moves! Mario has almost total freedom to do almost anything in the world from running and jumping to flying and swimming.

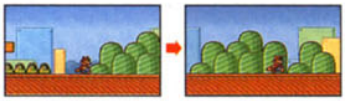
WALK

Walk when you're taking things slow and easy.



ACCELERATE

Hold down the B Button as you walk to accelerate to high speed.

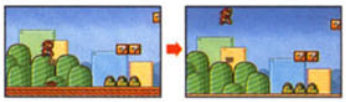


JUMP

Use the A Button to control Mario's famed jumping abilities.

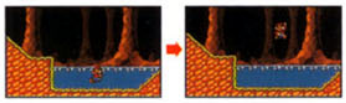
SUPER JUMP

Hold the A Button as you jump onto an enemy for an extra boost of height.



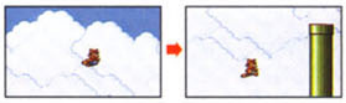
LEAP OUT OF WATER

Press Up on the + Control Pad as you jump to leap out of the water.



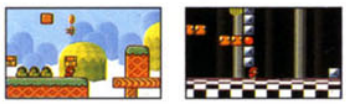
FLY OR FLOAT

Swish your tail as you fall from the sky and you'll float gracefully to the ground.



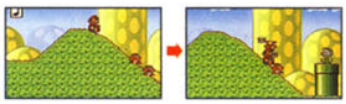
SQUAT

To duck, press Down on the + Control Pad.



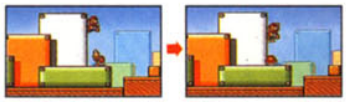
SLIDING

When you're on a slope, press Down on the + Control Pad to slide down.



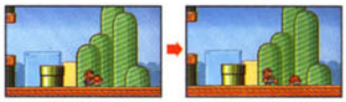
STOMP

Jump up and land squarely on top of an enemy to squish it.



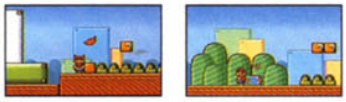
PICK UP AND BOOT

With a Koopa in its shell, hold B to pick it up. Release B to kick it.



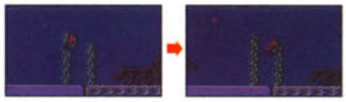
TAIL ATTACK

Press the B Button to swipe your tail at an enemy or ? Block.



SWIM

To swim, press the A Button to stroke and the + Control Pad to maneuver.

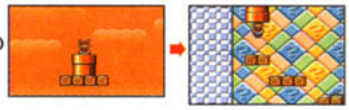


SMASH BLOCKS

Hit blocks from below to defeat foe on top, or to reveal any secrets.

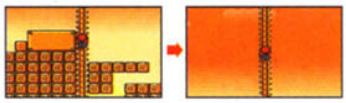
PIPES

Press Down to enter a pipe; jump and press Up to enter upside-down pipes.



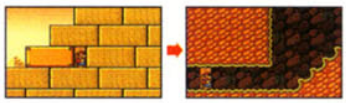
CLIMBING

Look for vines inside some ? Blocks. These often lead to hidden areas.



DOORS

Enter doors by pressing Up on the + Control Pad.

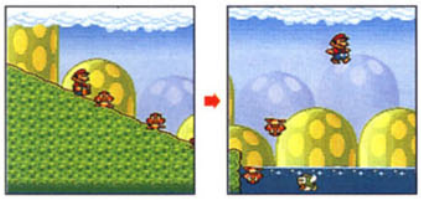


ADVANCED TECHNIQUES

Learn to use the many tricks and quirks of the Mushroom Kingdom's varied geography to master the game! Warp zones zip you ahead while items make the going easier.

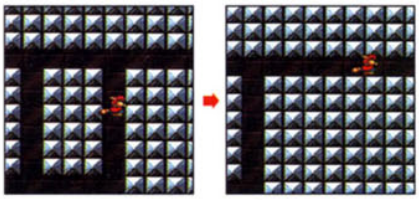
JET COASTER JUMP

Slide down a slope with a ramp at the bottom and jump at the last second to make a super jump.



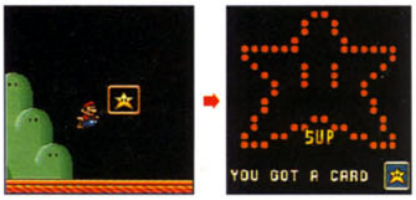
SQUAT AND FLY

To fly into narrow passages, get a running start and at the last second before you're airborne, press Down on the + Control Pad.



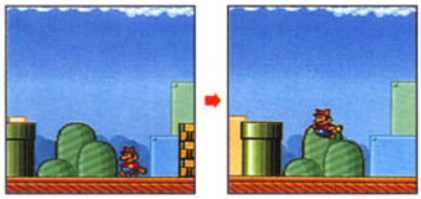
COLLECT 5-UP

Collect three of a kind of the world end cards and you'll score 5-Up.



SHORT RUNWAY ACTION

Sometimes you need to fly but only have a small space. Quickly run back and forth to charge your power meter to fly.



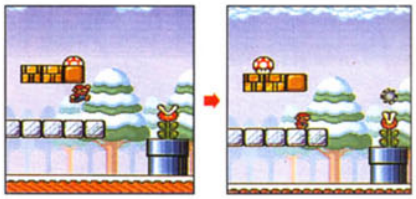
WARP

There are three Warp Whistles and they will take you to a different part of the Warp Zone depending on which world you use them in. You can use a Warp Whistle in the Warp Zone to go even further into the game.

FROM	
WORLD1	
WORLD2-6	
WORLD7-9	

FALLING ITEMS

The Mushrooms in the ? Blocks will fall out of the block on the opposite side from the one you hit the block on.



TOAD'S CARD MATCHING GAME

The Card Matching Game will appear on the Map Screen every time you score 80,000 points. Here are the eight different game boards. Turn over all the matches to get lots of stuff!

UNLIMITED 1-UPS!

There are several ways to win tons of free lives in Super Mario Bros. 3. Each can be somewhat tricky to pull off, but the rewards outweigh the hazards!

THE BOUNCING KOOPA

In areas with an endless supply of enemy projectiles, boot a Koopa shell so it bounces between two stationary objects. It will bounce and take out enemies for points and 1-Ups.

●WORLD 3-4

THE GOOMBA STOMP

Stomp Goombas repeatedly without touching the ground and you'll earn extra points and 1-Ups. You need to be Raccoon or Tanooki Mario and have an endless supply of Goombas to pull this off.

●WORLD 1-2

THE VINE METHOD

Stomp an enemy and then jump onto a vine. When the enemy recovers, stomp him and again jump back onto the vine. Just like in the Goomba Stomp, you'll get points and then 1-Ups for each enemy.

●WORLD 3-7

MULTIPLE 1-UPS / 200+ COINS

You'll find multiple 1-Ups or 200 or more Coins in some worlds. In these, grab all the 1-Ups and Coins, and then lose your life. You'll still come out ahead and can gain extra lives this way.

●WORLD 7-FORTRESS

MAGICAL ITEMS

These items can be found only in White Mushroom Houses or other secret places. It's worth the effort and time to find them all.

STARMAN

Your friend Starman grants you temporary invincibility.

P-WING

The P-Wing lets you fly at will for an entire world.

JUGEM'S CLOUD

This magical cloud lets you bypass a world entirely.

HAMMER

You can break boulders on the Map Screen with this Hammer.

MUSIC BOX

The Music Box puts the Hammer Bros. on the Map Screen to sleep.

WARP WHISTLE

Use the Warp Whistle to reach the Warp Zone.

ANCHOR

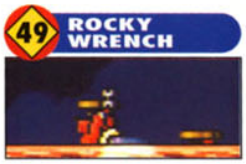
The Anchor prevents the Koopaling's Ship from escaping .

1-UP MUSHROOM

Valuable 1-Ups are hidden everywhere in Super Mario Bros. 3.

BRING ON THE BAD GUYS!

The armies of King Koopa are made up of a variety of troop types. Their mission: destroy Mario! Your mission: get past, through or around them all!



SUPER MARIO BROS. 3

KEY

Know the time limit for your current stage.

Look for the types of enemies, listed by number, encountered in this stage.

There are five difficulty ratings from A (Easy) to E (Hard).

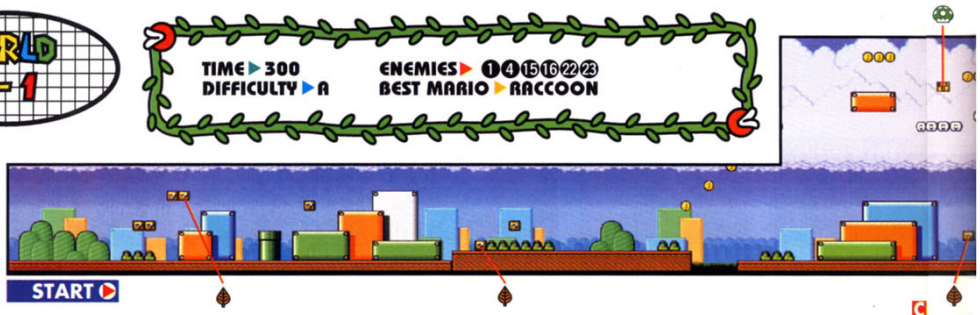
Mario stands the best chance in an area if he has the form noted here.

MAP SYMBOL KEY							
SUPER LEAF	FIRE FLOWER	FROG SUIT	TANOOKI SUIT
HAMMER SUIT	STARMAN	CONTINUOUS STARMAN	1-UP MUSHROOM
HIDDEN 1-UP MUSHROOM	TEN COIN BLOCK	HIDDEN COIN BLOCK	MAGIC NOTE BLOCK
VINE	SWITCH BLOCK	MUSIC BOX	JUGEM'S CLOUD

WORLD DATA BOX KEY							
SUPER MUSHROOM	SUPER LEAF	FIRE FLOWER	FROG SUIT
TANOOKI SUIT	HAMMER SUIT	P-WING	STARMAN
MUSIC BOX	JUGEM'S CLOUD	HAMMER	WARP WHISTLE

WORLD 1-1

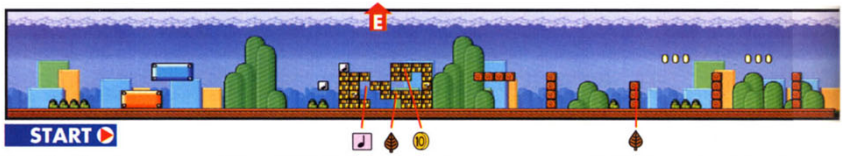
TIME ▶ 300
DIFFICULTY ▶ A
ENEMIES ▶ 1 4 15 16 22 23
BEST MARIO ▶ RACCOON



WORLD 1-2

TIME ▶ 300
DIFFICULTY ▶ A
ENEMIES ▶ 16 22 23 24
BEST MARIO ▶ RACCOON

WORLD 1-3

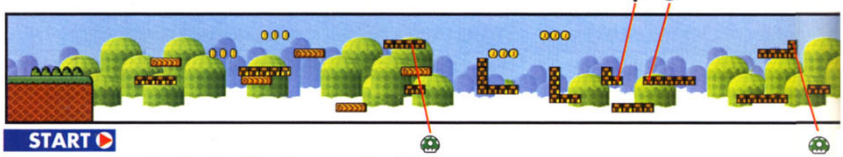


TIME ▶ 300
DIFFICULTY ▶ A
ENEMIES ▶ 1 2 22 23 24 35
BEST MARIO ▶ RACCOON

FIND THE FIRST WHISTLE!

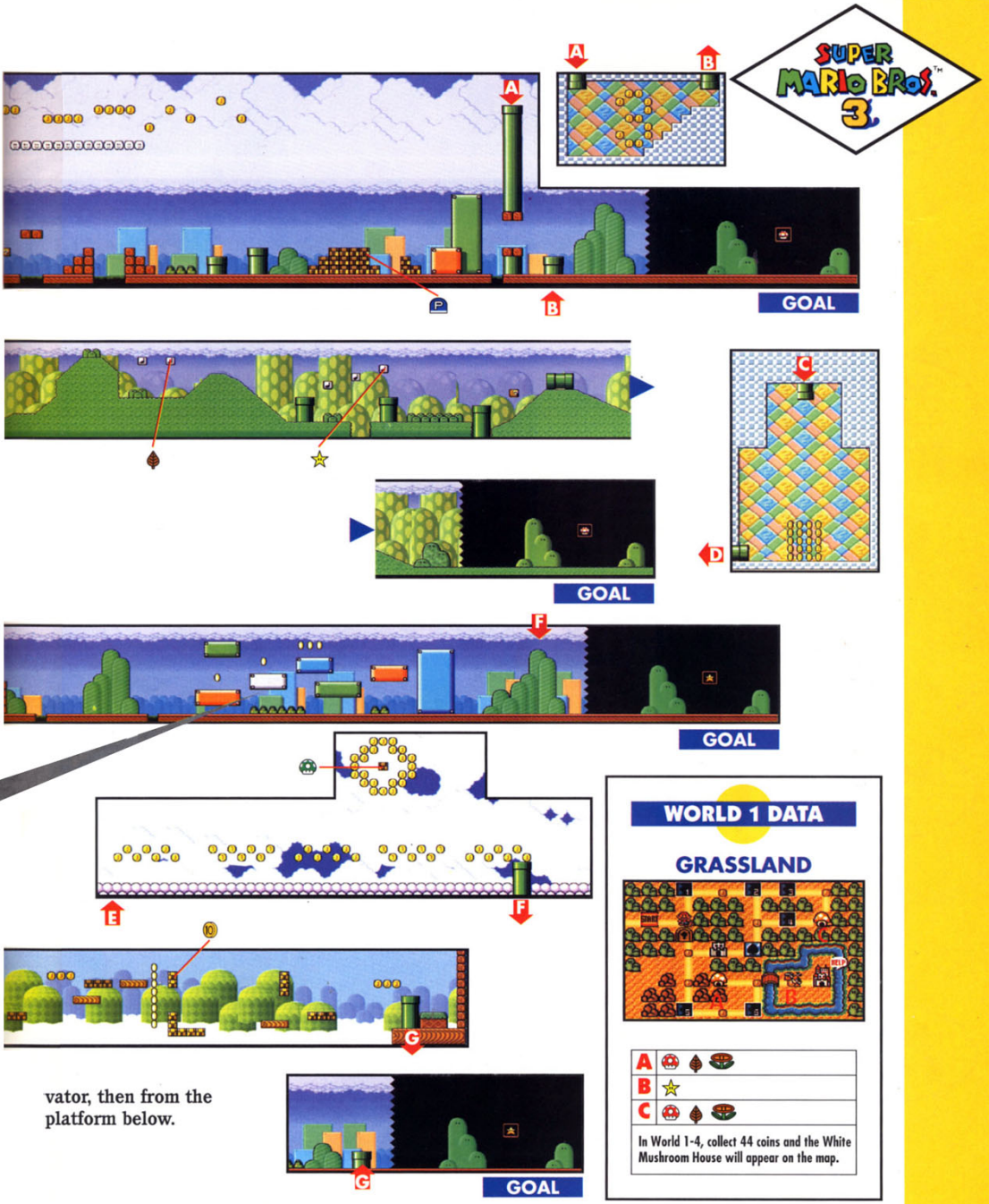
Squat on top of this block for 5 seconds and you'll fall behind the bushes. Dash to the GOAL to enter a Mushroom House with the Warp Whistle inside.

WORLD 1-4



TIME ▶ 300
DIFFICULTY ▶ B
ENEMIES ▶ 1 3 35
BEST MARIO ▶ RACCOON

▶ To get at least 44 Coins, start hitting the first 10 Coin Block as soon as it appears. To max out the second 10 Coin Block, jump first from the ele-



vator, then from the platform below.

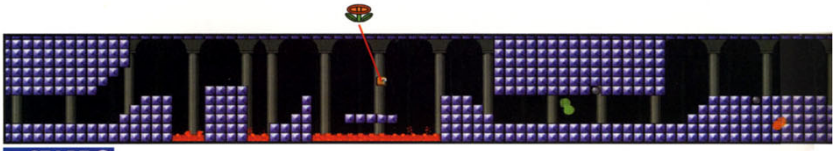
WORLD 1 DATA

GRASSLAND

A	
B	
C	

In World 1-4, collect 44 coins and the White Mushroom House will appear on the map.

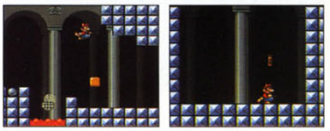
WORLD 1-FORTRESS



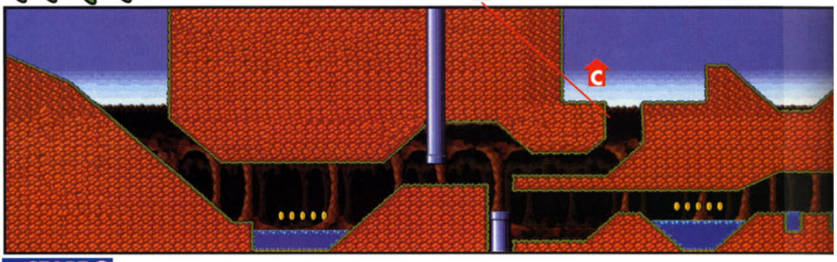
TIME ▶ 300
DIFFICULTY ▶ B
ENEMIES ▶ 8 41 48 58
BEST MARIO ▶ RACCOON

THE WHISTLE?

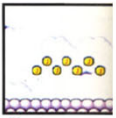
Defeat the Dry Bones, fly left and up, then right. When you can't fly any further, press Up for a Warp Whistle!



WORLD 1-5

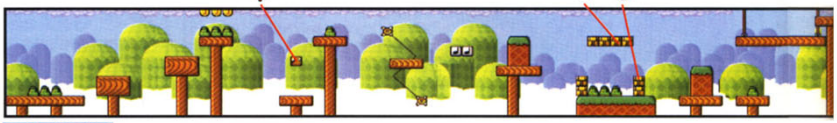


TIME ▶ 300
DIFFICULTY ▶ B
ENEMIES ▶ 2 9 15 16 17
BEST MARIO ▶ RACCOON

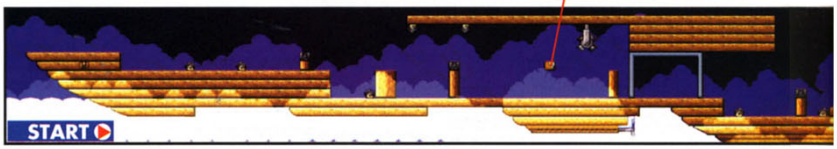


WORLD 1-6

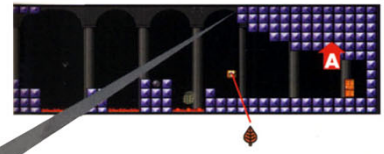
TIME ▶ 300 DIFFICULTY ▶ B ENEMIES ▶ 1 2 3 BEST MARIO ▶ RACCOON

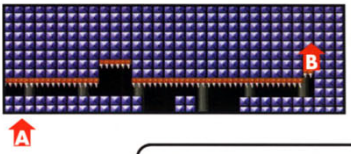


WORLD 1-AIRSHIP

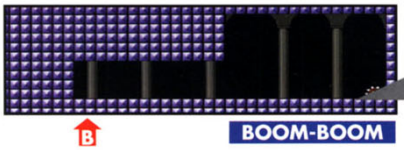


TIME ▶ 300 DIFFICULTY ▶ C ENEMIES ▶ 55 59 BEST MARIO ▶ FIERY





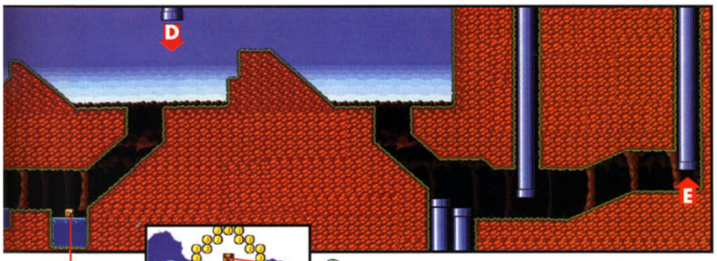
SUPER MARIO BROS. 3

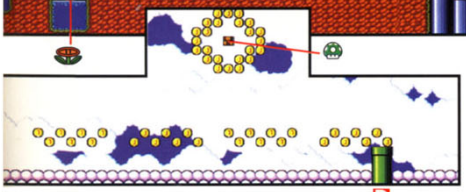


BOOM-BOOM

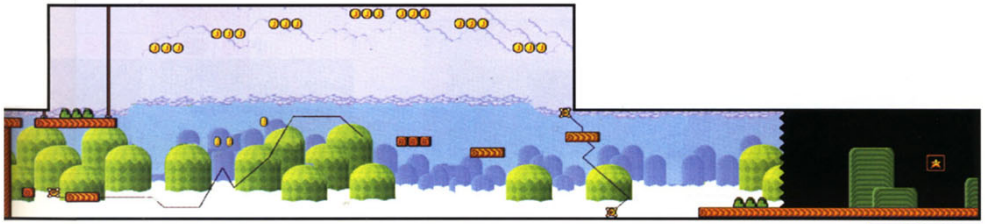
BOOM-BOOM!

To defeat Boom-Boom, stomp him three times. You can beat all the Boom-Booms with this technique.

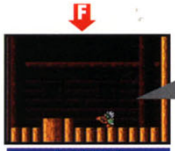




GOAL



GOAL



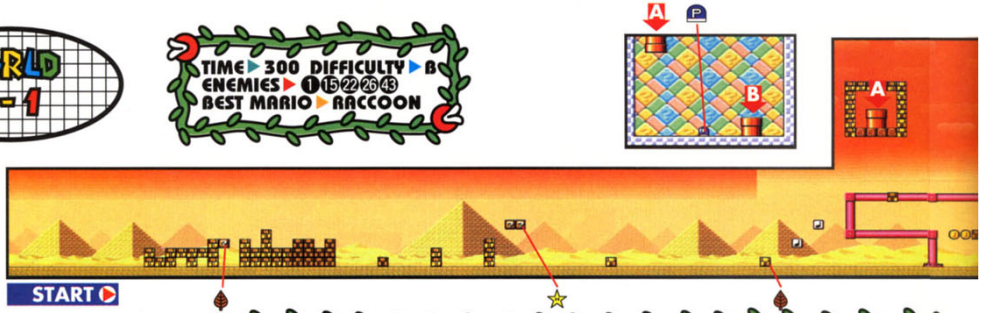
LARRY

KNOCK THREE TIMES...

To defeat Larry Koopa, simply stomp him three times. It's easy to avoid him by running underneath when he jumps. You can beat all the Koopalings by stomping them.

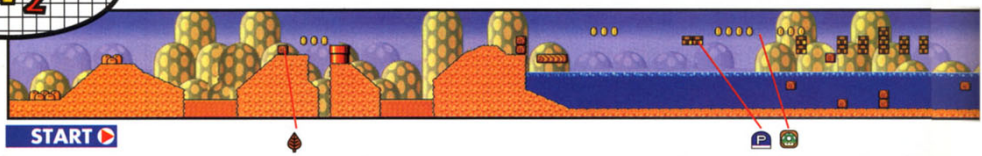
WORLD 2-1

TIME ▶ 300 DIFFICULTY ▶ B
ENEMIES ▶ 1 15 22 26 43
BEST MARIO ▶ RACCOON



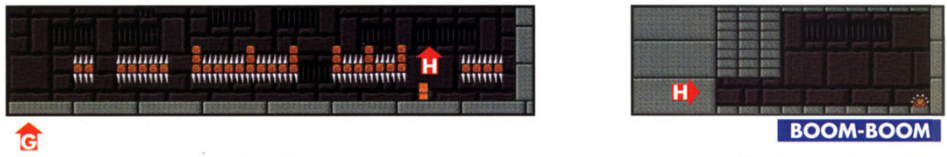
WORLD 2-2

TIME ▶ 300 DIFFICULTY ▶ B ENEMIES ▶ 4 16 22 29 BEST MARIO ▶ RACCOON



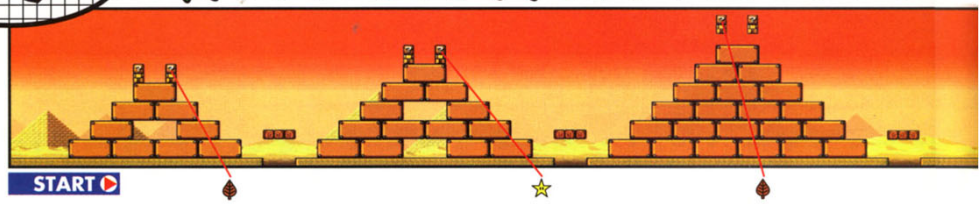
WORLD 2-FORTRESS

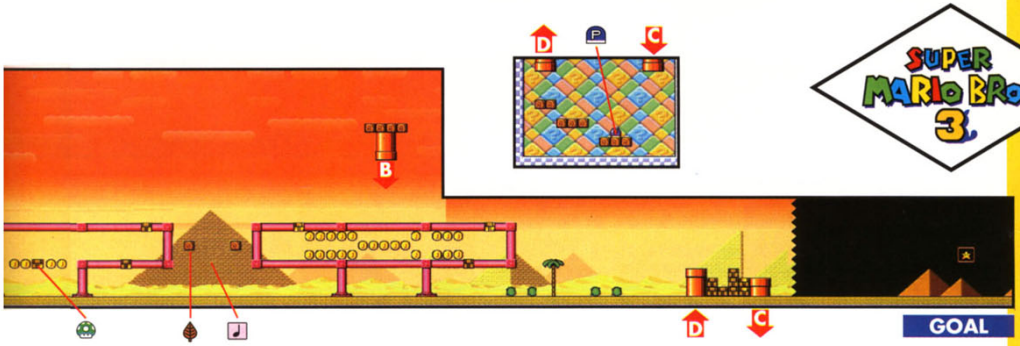
TIME ▶ 300 DIFFICULTY ▶ C ENEMIES ▶ 8 40 52 58 BEST MARIO ▶ RACCOON

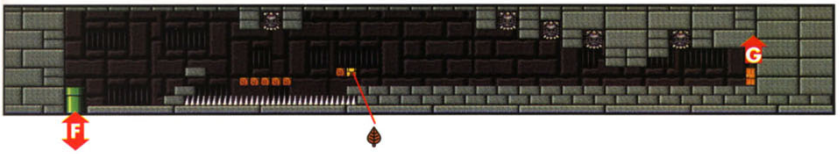


WORLD 2-3

TIME ▶ 300 DIFFICULTY ▶ B ENEMIES ▶ 1 2 26 43 BEST MARIO ▶ RACCOON





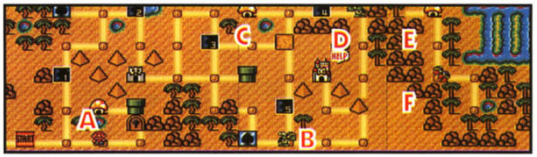


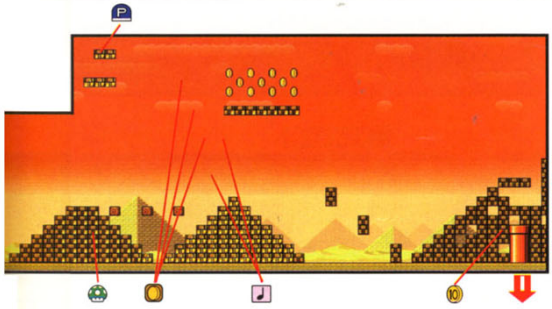
WORLD 2 DATA

A		D	
B		E	
C		F	

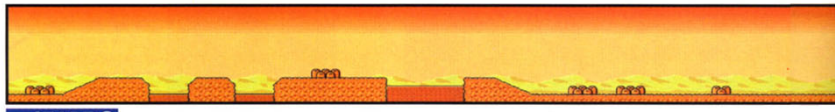
In World 2-2, collect 30 coins and the White Mushroom House will appear on the map.

KOOPAHARI DESERT





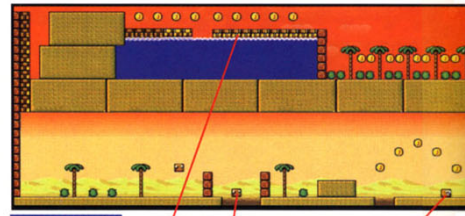
WORLD 2-DESERT



TIME ▶ 200
DIFFICULTY ▶ E
ENEMIES ▶ 2 3 4 16 51
BEST MARIO ▶ RACCOON

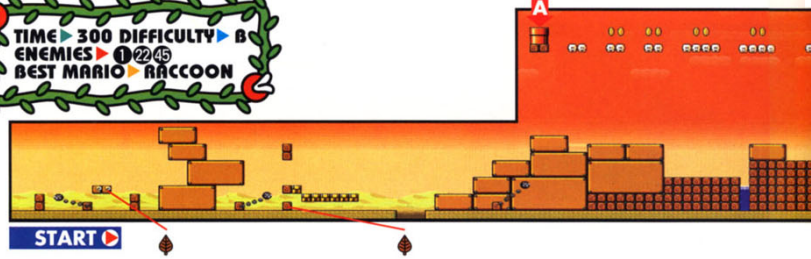
WORLD 2-4

TIME ▶ 300
DIFFICULTY ▶ C
ENEMIES ▶ 1 3 4 16 23 29 35
BEST MARIO ▶ RACCOON



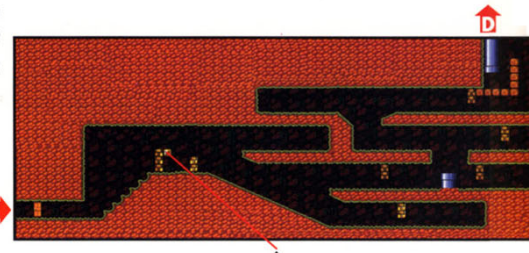
WORLD 2-5

TIME ▶ 300 DIFFICULTY ▶ B
ENEMIES ▶ 1 22 45
BEST MARIO ▶ RACCOON



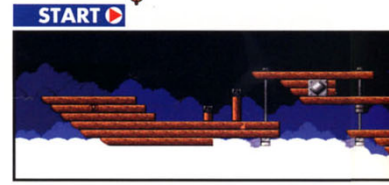
WORLD 2-PYRAMID

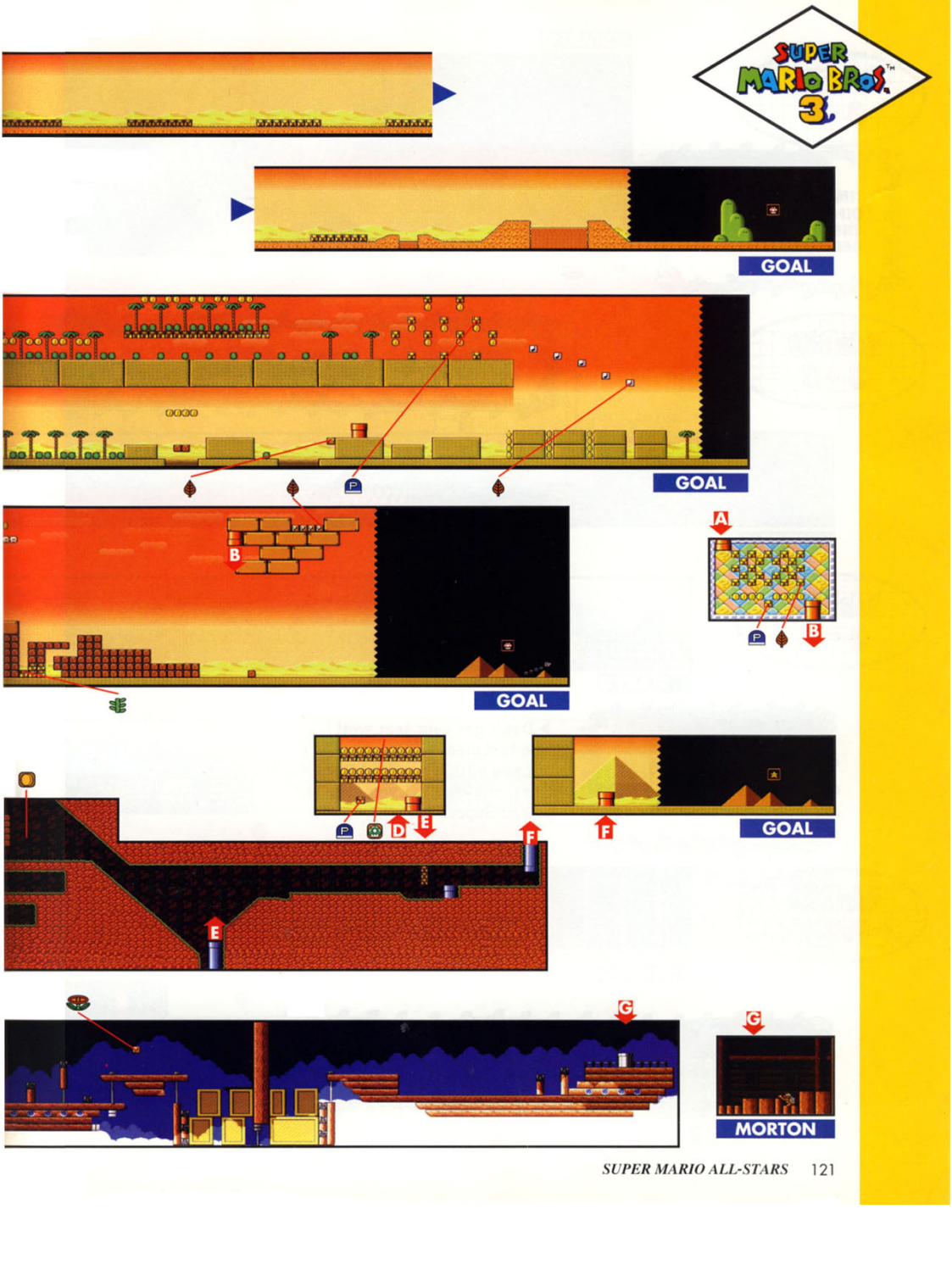
TIME ▶ 300
DIFFICULTY ▶ C
ENEMIES ▶ 9 15 35
BEST MARIO ▶ RACCOON



WORLD 2-AIRSHIP

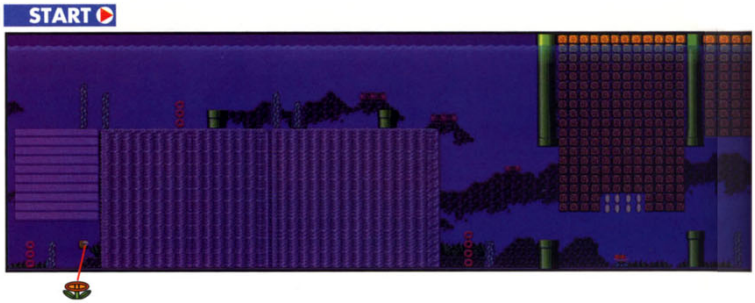
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 49 55 60
BEST MARIO ▶ RACCOON




SUPER MARIO BROS. 3
GOAL
GOAL
B
GOAL
A
B
D
E
F
GOAL
E
G
G
MORTON

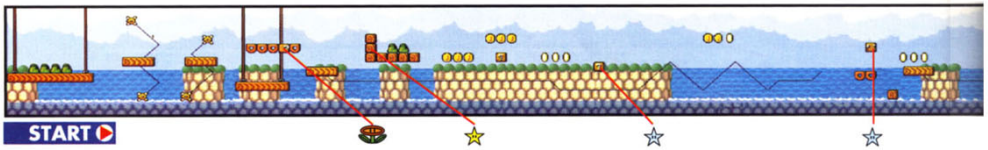
WORLD 3-1

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 12 13 50
BEST MARIO ▶ FIERY

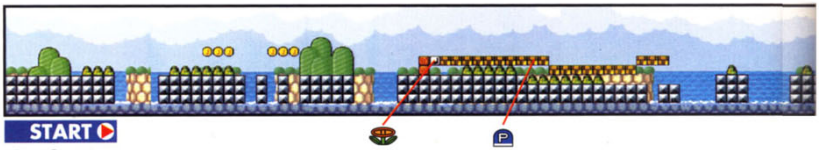


WORLD 3-2

TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 3 16 29
BEST MARIO ▶ FIERY

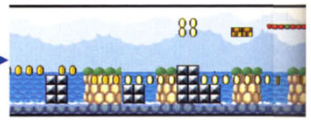


WORLD 3-3



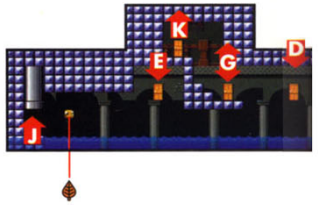
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 1 2 29 30
BEST MARIO ▶ FIERY

▶ Don't get your feet wet! The turbulent landscape will put you within reach of Boss Bass, who can eat you even if you're Super!

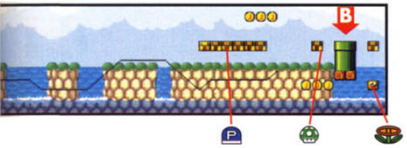


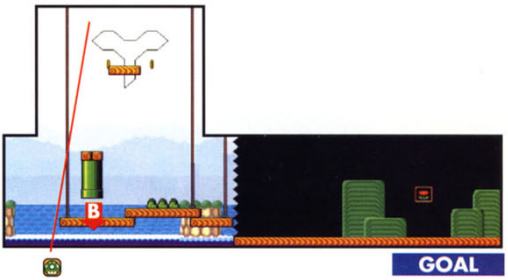
WORLD 3-FORTRESS

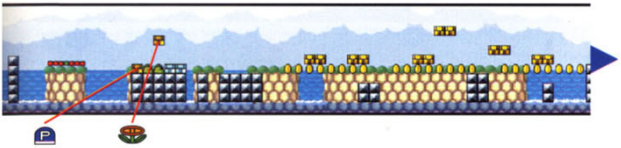
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 8 29 40 48 52 58
BEST MARIO ▶ RACCOON

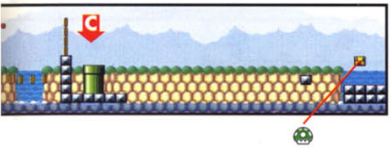


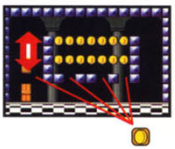
▶ **After you get the first Starman, hit the indicated ? Blocks while you are invincible. More Starmen will be inside!**

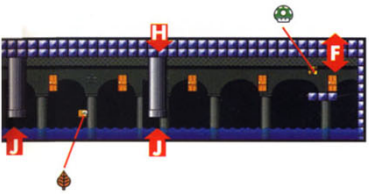


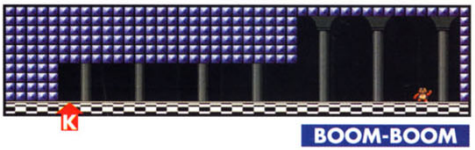




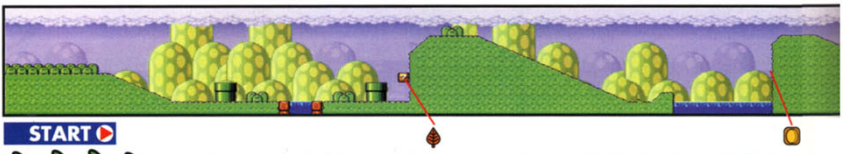








WORLD 3-4



TIME ▶ 300
DIFFICULTY ▶ C
ENEMIES ▶ 2 15 16 22 23 24 29 38 39
BEST MARIO ▶ FIERY

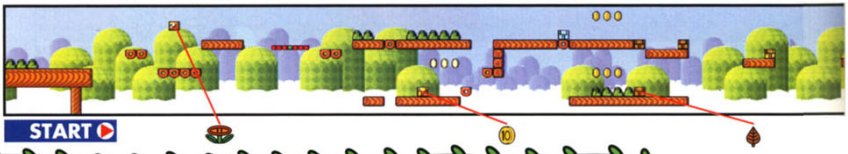
LAKITU'S UNLIMITED 1-UPS!

Clear out the enemies near the Piranha Pipe. Find Lakitu, then capture a Koopa. Kick the Koopa so it bounces beneath the Piranha Pipe. Stand under the pipe as the Koopa racks up 1-Ups from Lakitu's Spineys!

WORLD 3-5

TIME ▶ 300 DIFFICULTY ▶ D ENEMIES ▶ 12 13 29 32 33 42 BEST MARIO ▶ FROG

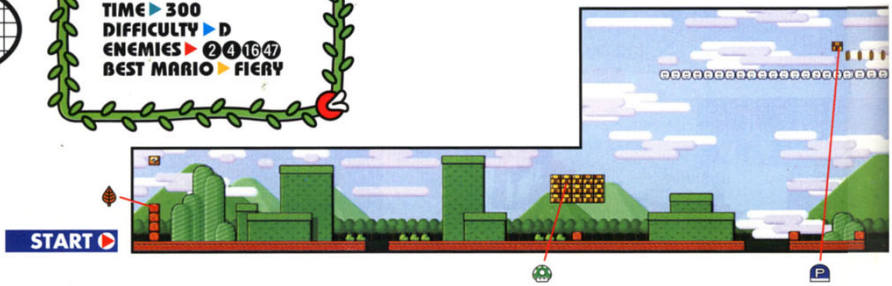
WORLD 3-6

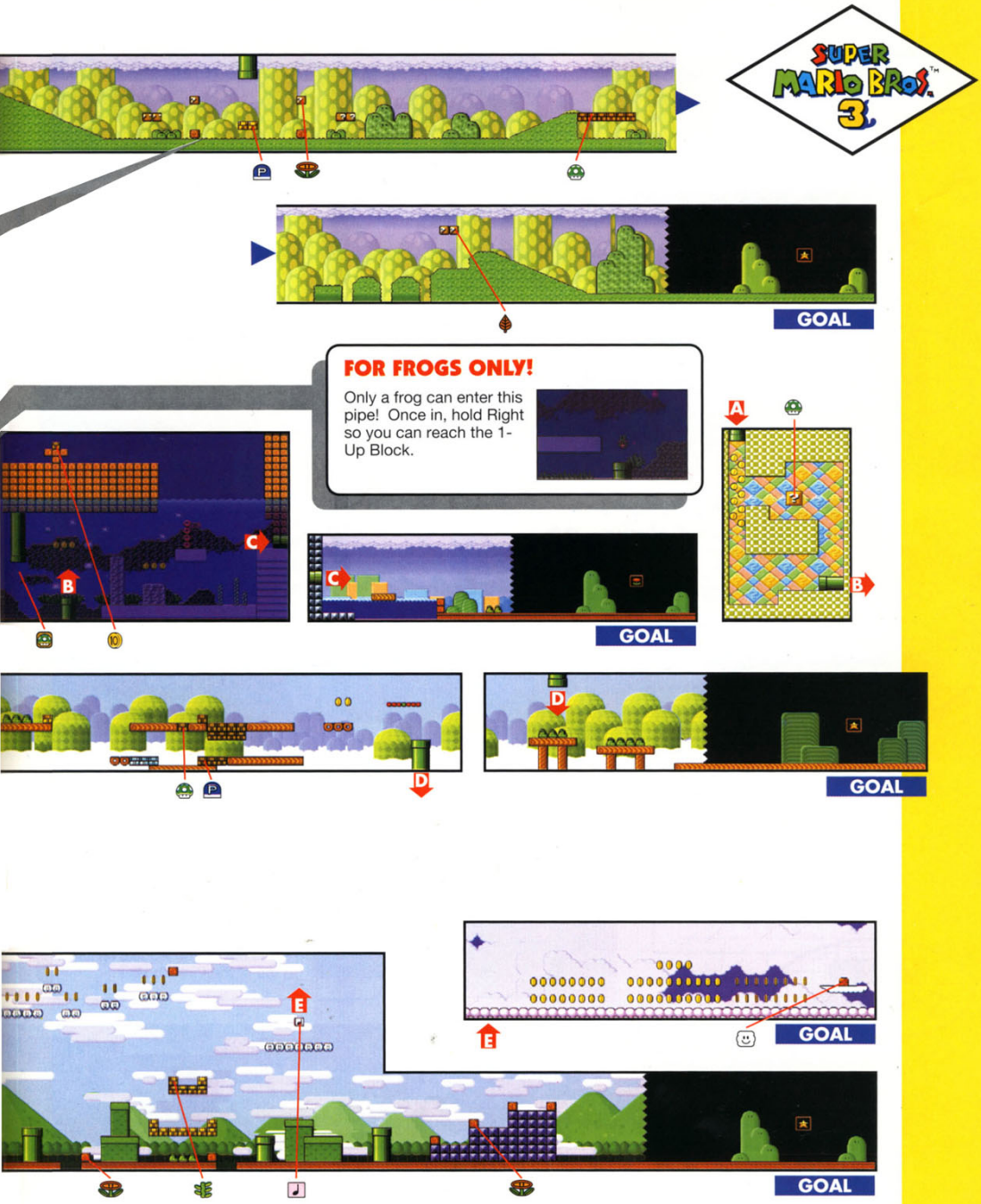


TIME ▶ 300 DIFFICULTY ▶ C ENEMIES ▶ 1 3 4 BEST MARIO ▶ RACCOON

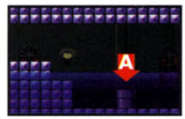
WORLD 3-7

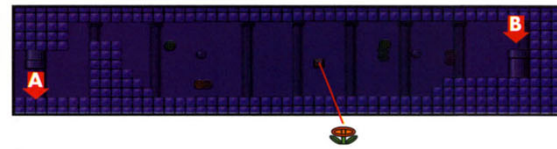
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 2 4 16 47
BEST MARIO ▶ FIERY




SUPER MARIO BROS. 3
GOAL
FOR FROGS ONLY!
Only a frog can enter this pipe! Once in, hold Right so you can reach the 1-Up Block.
A
B
C
D
E
GOAL

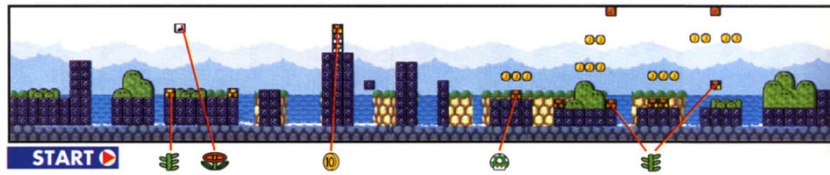
WORLD 3-FORTRESS





TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 29 48 54 58
BEST MARIO ▶ FIERY

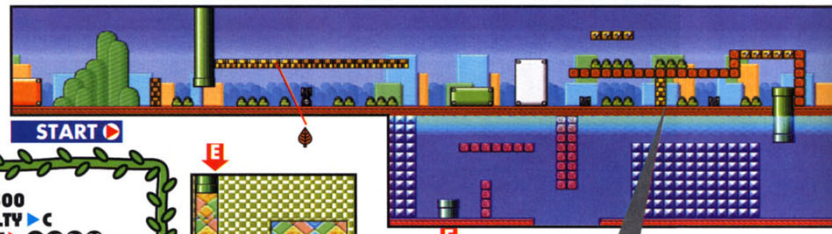
WORLD 3-8



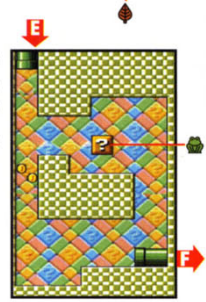
TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 2 30
BEST MARIO ▶ FIERY

▶ **The ground in this world is even more unstable than in World 3-3. You must quickly make your way to the safety of the vines!**

WORLD 3-9



TIME ▶ 300
DIFFICULTY ▶ C
ENEMIES ▶ 4 17 24 29 46 55
BEST MARIO ▶ FIERY

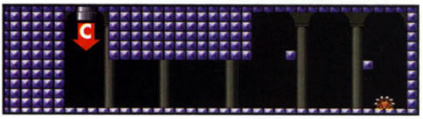


BULLET BILL'S 1-UP FACTORY!
There are two spots where a Koopa shell can take out Bullet Bills for points and 1-Ups. Safe spots are on the ledge over the wall, and on top of the Piranha Pipe.

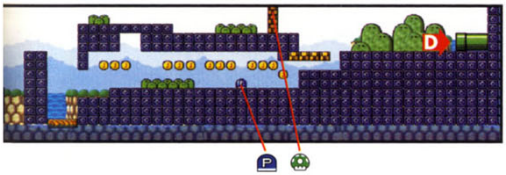
WORLD 3-AIRSHIP

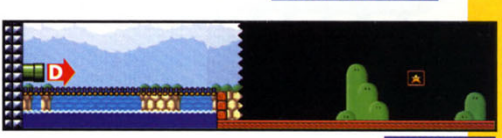
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 49 55 57 61
BEST MARIO ▶ RACCOON

SUPER MARIO BROS. 3



BOOM-BOOM





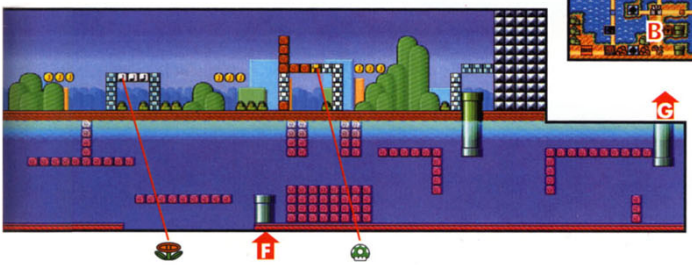
GOAL

WORLD 3 DATA

ISLAND WORLD

A	
B	
C	
D	
E	
F	
G	

In World 3-8, collect 44 coins and the White Mushroom House will appear on the map.

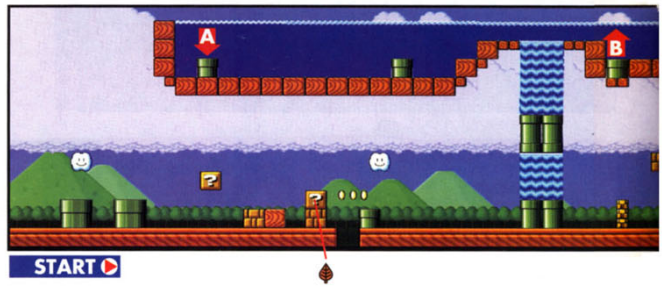


GOAL

WENDY

WORLD 4-1

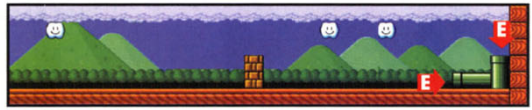
TIME ▶ 300
DIFFICULTY ▶ A
ENEMIES ▶ 5 6 7 16 18 27 32 33
BEST MARIO ▶ RACCOON

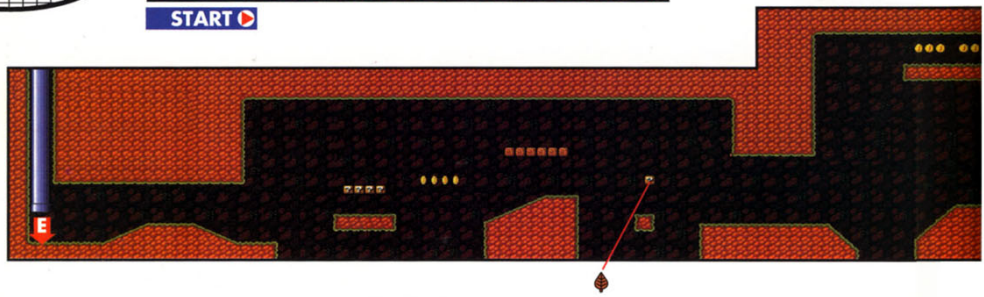


WORLD 4-2

TIME ▶ 300 DIFFICULTY ▶ C ENEMIES ▶ 5 16 18 29 BEST MARIO ▶ FIERY

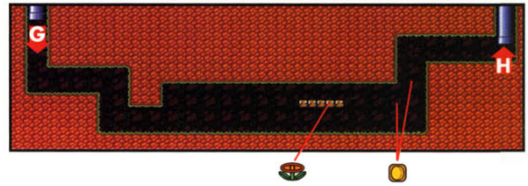
WORLD 4-3

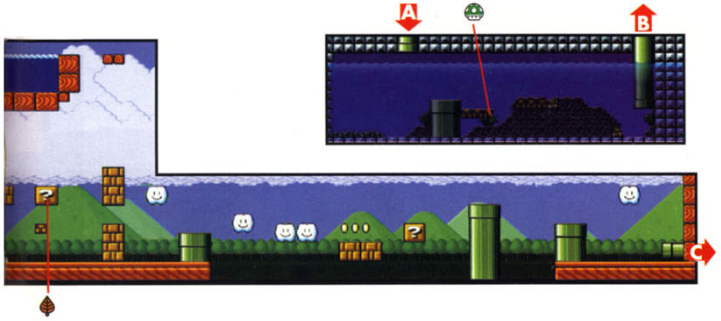


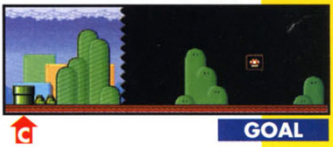


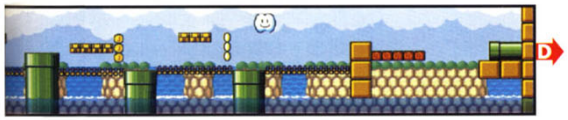
WORLD 4-FORTRESS

TIME ▶ 400
DIFFICULTY ▶ D
ENEMIES ▶ 14 39
BEST MARIO ▶ RACCOON

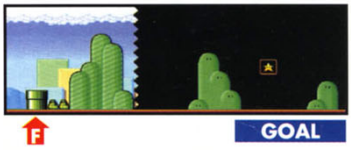


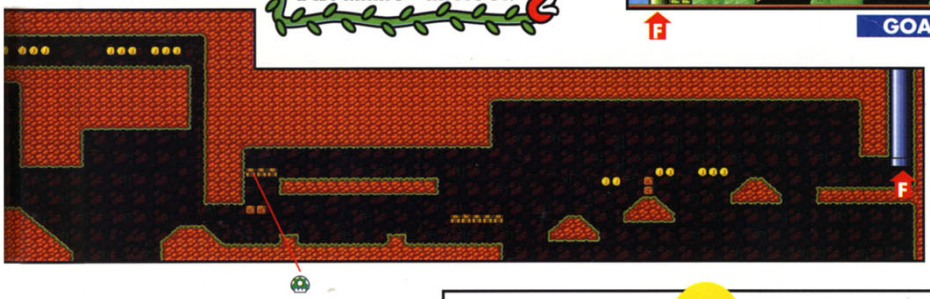


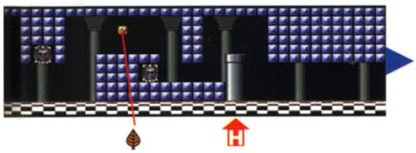


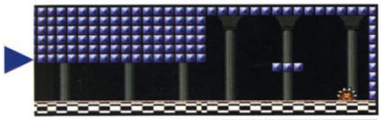


▶ More quirky earth! To collect 22 Coins, you'll have to stomp the P-Switch to make Coins appear!









WORLD 4 DATA

LAND OF GIANTS

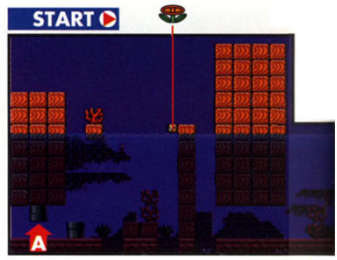
A		E	
B		F	
C		G	
D			

In World 4-2, collect 22 coins and the White Mushroom House will appear on the map.

WORLD 4-4

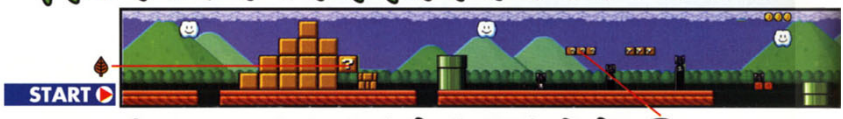
TIME ▶ 300
DIFFICULTY ▶ B
ENEMIES ▶ 14 39
BEST MARIO ▶ FROG

▶ Pipe "A" is another entrance only accessible with the Frog Suit. Inside, you'll find bonus Coins!



WORLD 4-5

TIME ▶ 300 DIFFICULTY ▶ B ENEMIES ▶ 6 7 15 18 55 BEST MARIO ▶ RACCOON

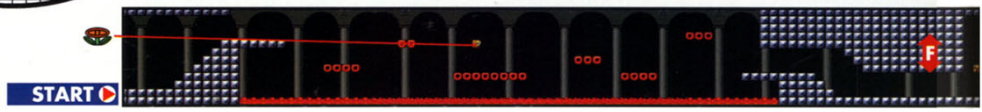


WORLD 4-6

TIME ▶ 300
DIFFICULTY ▶ C
ENEMIES ▶ 1 2 4 5 6 7 15 18 22 27
BEST MARIO ▶ RACCOON

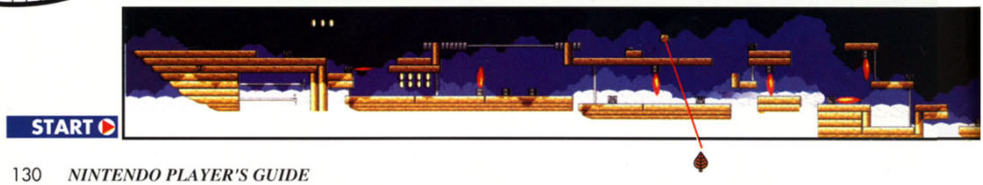
WORLD 4-FORTRESS

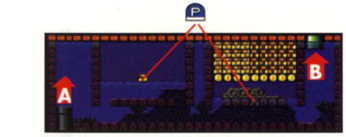
TIME ▶ 300 DIFFICULTY ▶ C ENEMIES ▶ 8 15 17 48 58 BEST MARIO ▶ RACCOON

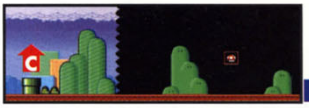


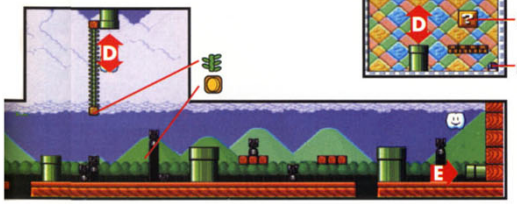
WORLD 4-AIRSHIP

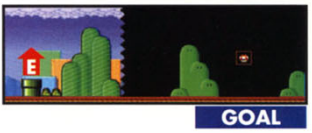
TIME ▶ 300 DIFFICULTY ▶ E ENEMIES ▶ 49 57 62 BEST MARIO ▶ TANOOKI



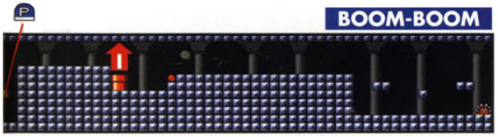


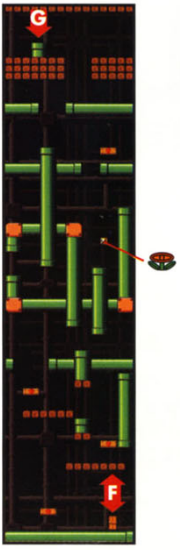


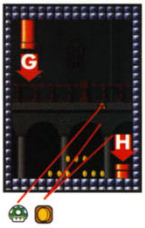


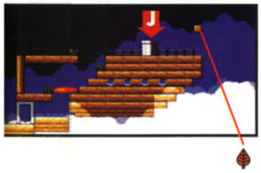


▶ By entering the doors in this World, you can change the size of the enemies from giant to normal! Cut 'em down to your size!



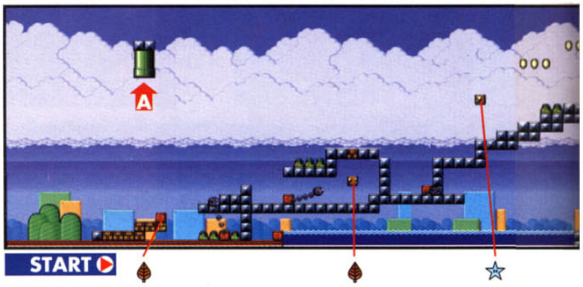






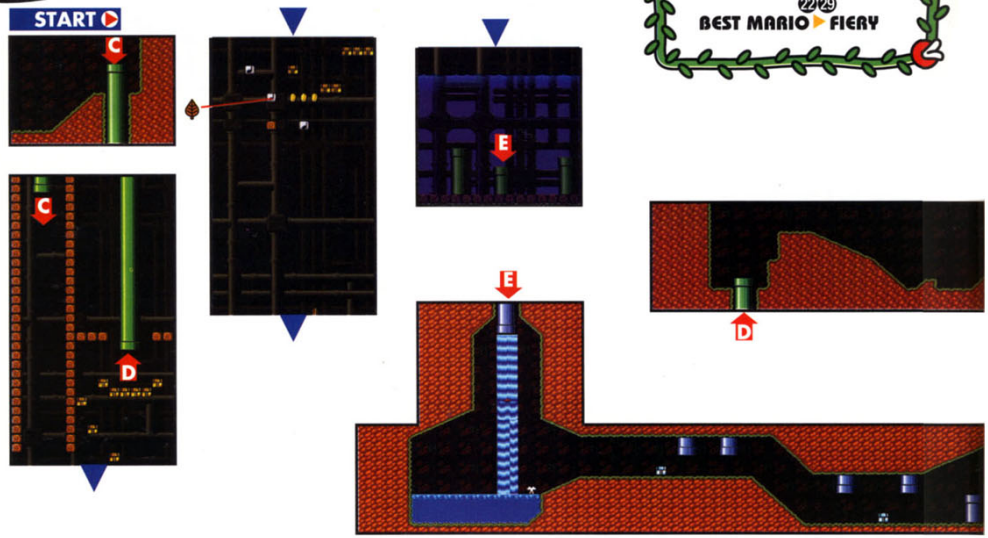
WORLD 5-1

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 11 20 24 45
BEST MARIO ▶ RACCOON



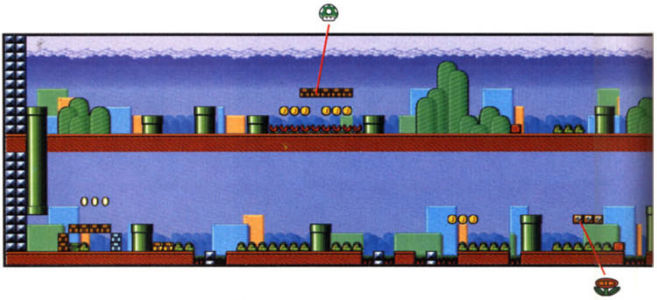
WORLD 5-2

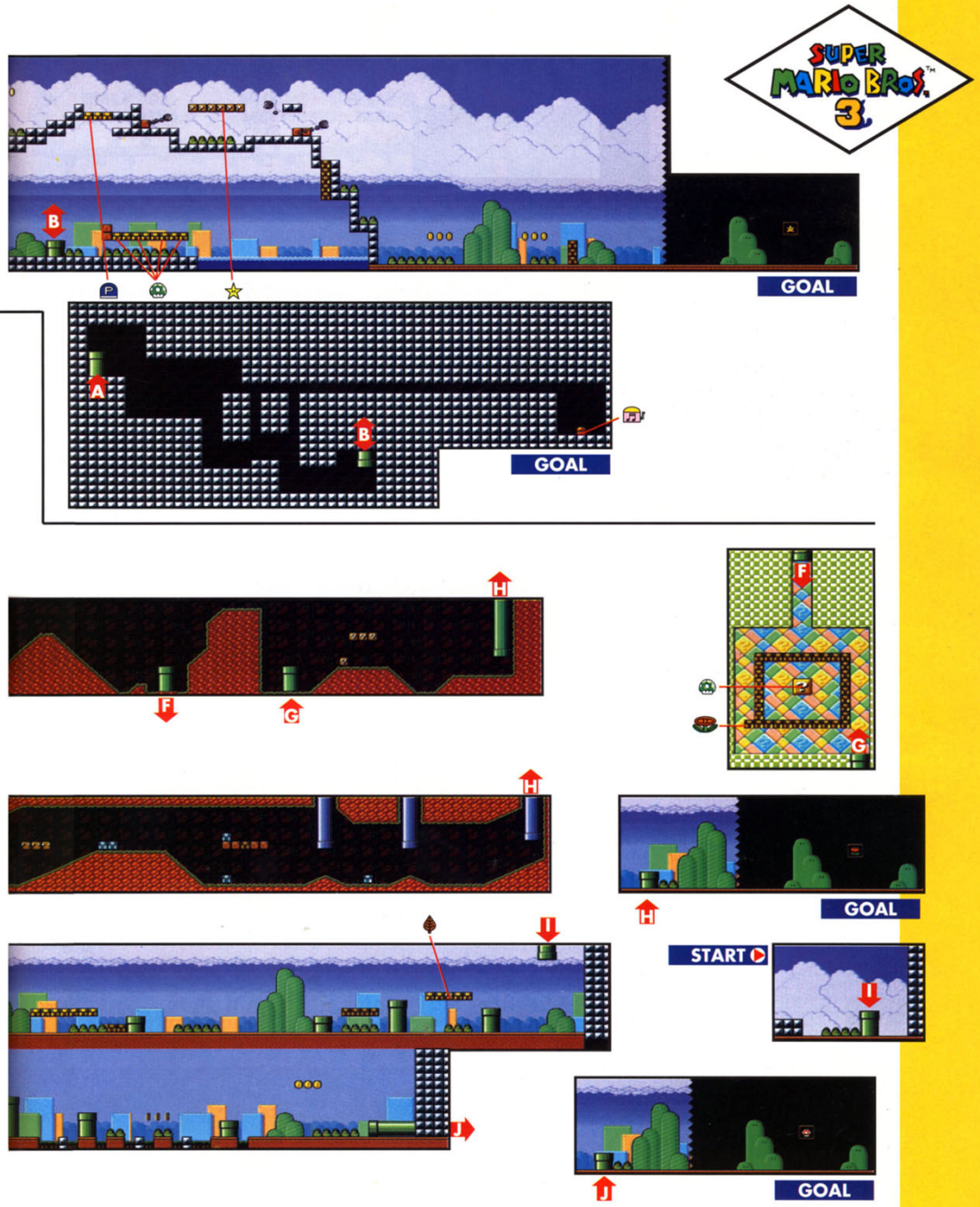
TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 2 4 11 16 17 22 29
BEST MARIO ▶ FIERY



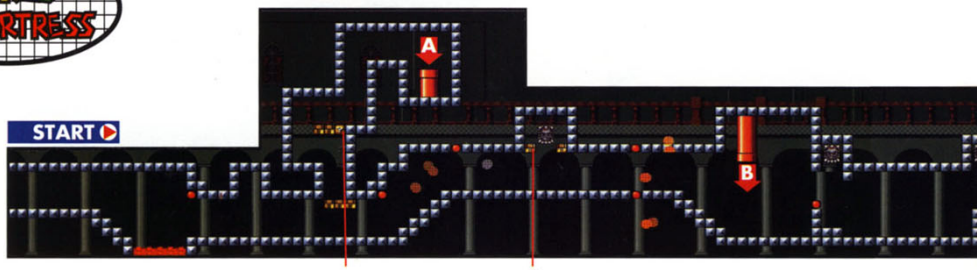
WORLD 5-3

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 14 15 16 21 28 46
BEST MARIO ▶ FIERY



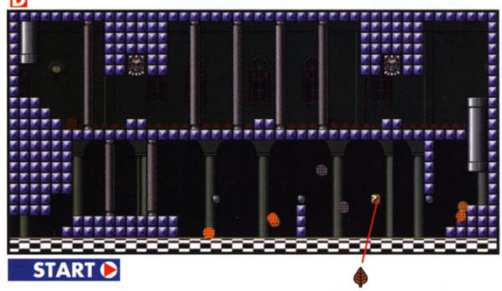

SUPER MARIO BROS. 3
B
GOAL
A
B
GOAL
H
F
G
F
G
H
GOAL
H
START
I
I
J
GOAL
J

WORLD 5-FORTRESS

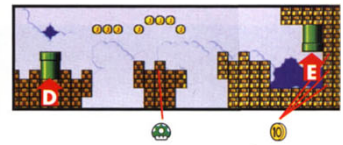


WORLD 5-TOWER

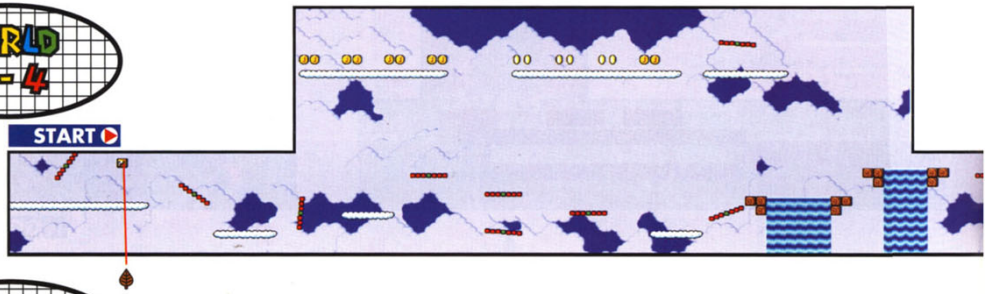
TIME ▶ 300 DIFFICULTY ▶ C ENEMIES ▶ 1 26 40 48 BEST MARIO ▶ TANOOKI



▶ It's a magical pipeline to the clouds! In the aerial action that follows, it's to your advantage to be Raccoon Mario!

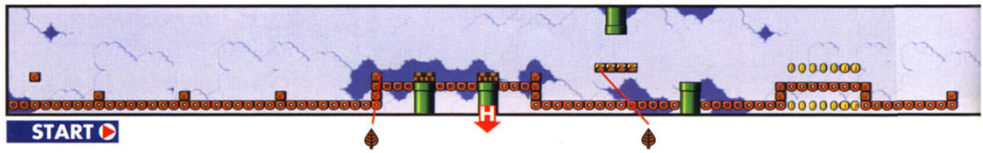


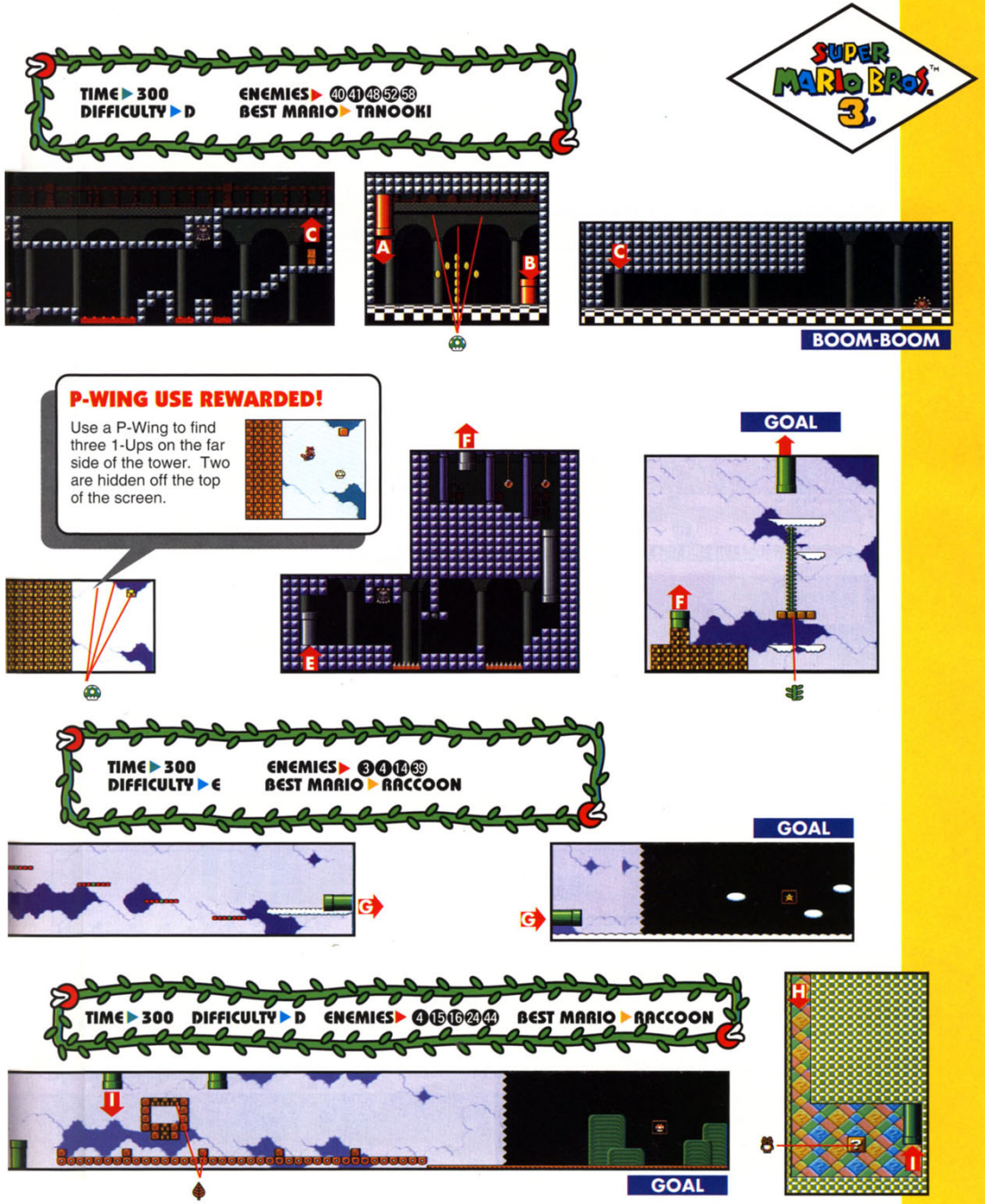
WORLD 5-4



WORLD 5-5

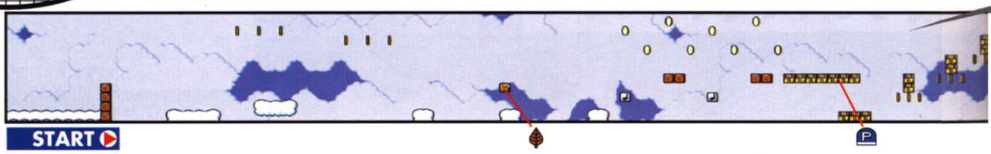
▶ To collect all 28 Coins, take the seven Coins on top, then go down pipe H. From H go to I. Drop out of I and go left. The Coins have returned.




TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 40 41 48 52 53
BEST MARIO ▶ TANOOKI
SUPER MARIO BROS. 3
C
A
B
C
BOOM-BOOM
P-WING USE REWARDED!
Use a P-Wing to find three 1-Ups on the far side of the tower. Two are hidden off the top of the screen.
F
E
GOAL
F
TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 3 4 14 39
BEST MARIO ▶ RACCOON
G
G
GOAL
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 4 15 16 24 44
BEST MARIO ▶ RACCOON
H
I
H
I
GOAL

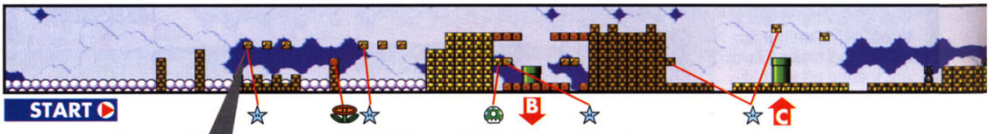
WORLD 5-6

TIME ▶ 300 DIFFICULTY ▶ D ENEMIES ▶ 3 10 14 39 44 BEST MARIO ▶ RACCOON



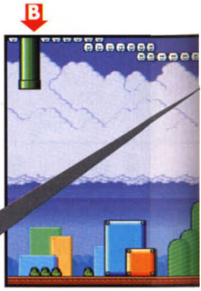
WORLD 5-7

TIME ▶ 300 DIFFICULTY ▶ D ENEMIES ▶ 1 2 14 16 26 39 55 BEST MARIO ▶ RACCOON



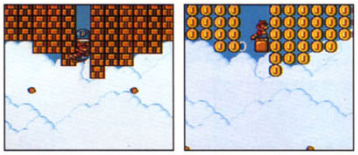
ENTER STARMAN

Use Starman before you start this world. The indicated ? Blocks will contain Starmen if you hit them while you are invincible!



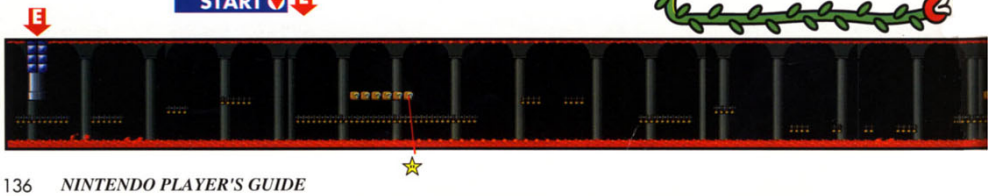
SKY'S NOT THE LIMIT!

Use a P-Wing to fly up and hit the Switch Block in the sky. All the blocks will turn into valuable Coins!



WORLD 5-FORTRESS

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 8 41 52 58
BEST MARIO ▶ TANOOKI



SWITCH HITTER

Activate this Switch Block to make the path to the Goal easier. You'll earn extra Coins in the process!

I'M GONNA GO OVER THE WALL

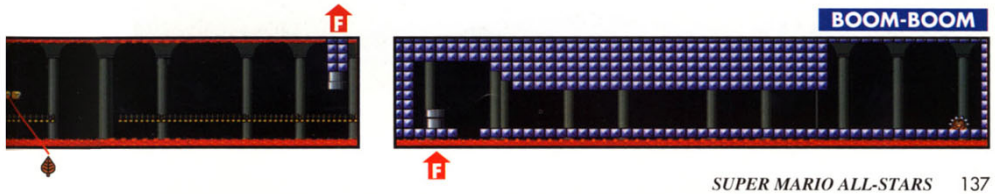
You can bypass the pipe if you're P-Wing equipped! Fly right over the end wall to the Goal!

WORLD 5 DATA

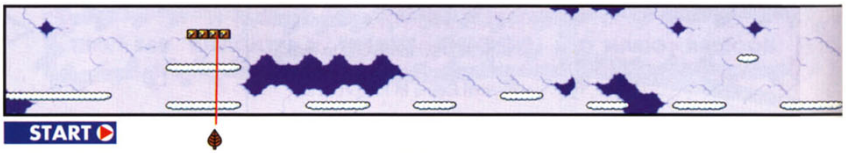
SKY WORLD

A		D	
B		E	
C		F	

In World 5-5,collect 28 coins and the White Mushroom House will appear on the map.



WORLD 5-8

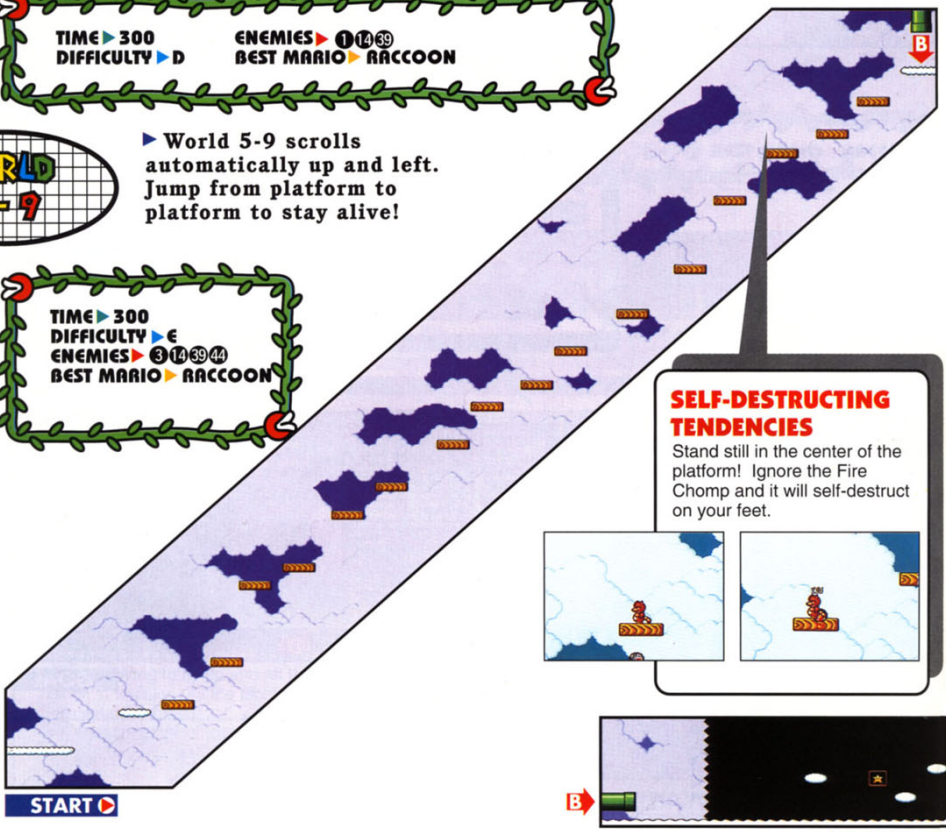


TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 1 14 39
BEST MARIO ▶ RACCOON

WORLD 5-9

▶ World 5-9 scrolls automatically up and left. Jump from platform to platform to stay alive!

TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 3 12 39 44
BEST MARIO ▶ RACCOON

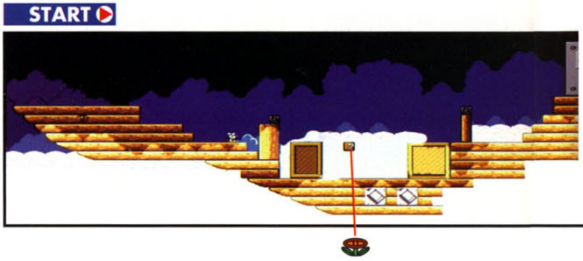


SELF-DESTRUCTING TENDENCIES

Stand still in the center of the platform! Ignore the Fire Chomp and it will self-destruct on your feet.

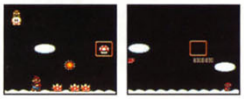
WORLD 5-AIRSHIP

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 55 57 63
BEST MARIO ▶ RACCOON



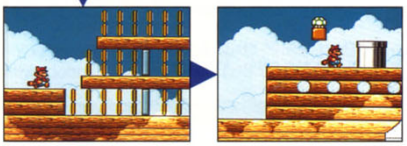
LAKITU REWARDS YOU

At the Goal, wait for Lakitu to toss four Spinys before tagging the card. You'll get points and a 1-Up!



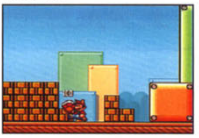
TURN TURTLES INTO TREASURE!

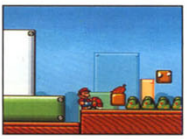
In Worlds 1, 3, 5 and 6, you can turn the wandering Hammer Bros. into a Treasure Ship! Collect a number of Coins that is a multiple of 11. Score points so the tens digit in your score (the second number from the right) matches the multiple of 11. Finally, grab the Goal Card when the timer is on an even number. Presto! A Treasure Ship appears like magic on the overworld map. On board,you can collect Coins and Power-Ups.



TURTLE TRICKS

Release a Koopa over the top of a pipe to get rid of it.





Release a Koopa one block away from a wall and it won't hit you on the rebound!

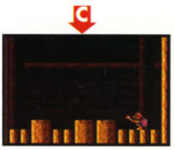
A FINE THANK YOU

Finish the Koopaling's Ship wearing one of the special suits and the King will give you a different thank you message!

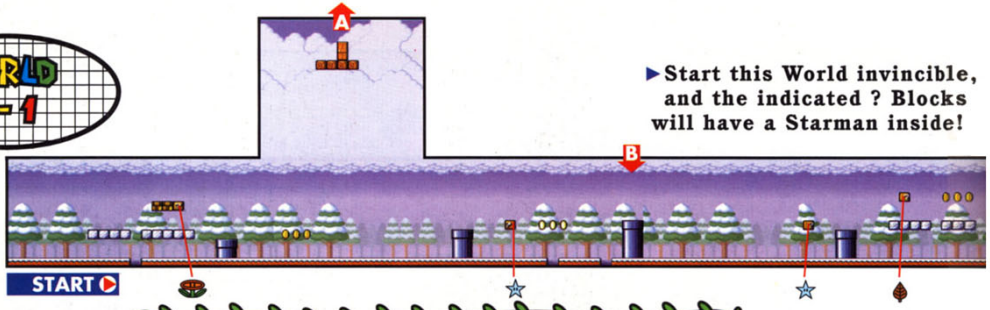
TANOOKI SUIT

FROG SUIT

HAMMER SUIT



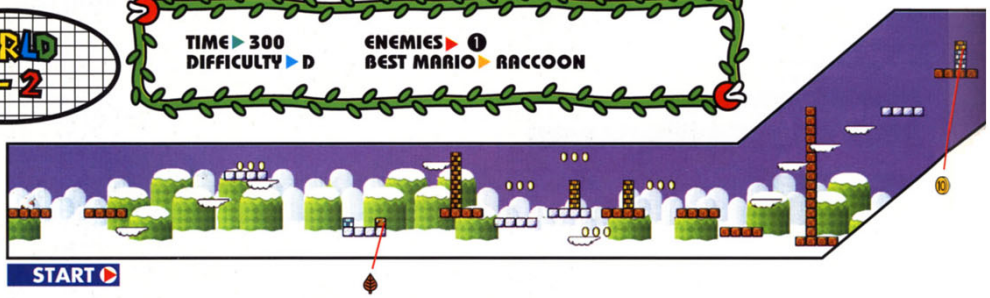
WORLD 6-1



▶Start this World invincible, and the indicated ? Blocks will have a Starman inside!

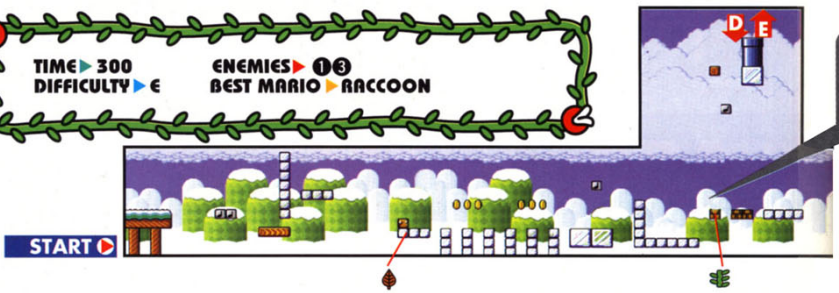
WORLD 6-2

TIME▶300
DIFFICULTY▶D
ENEMIES▶❶
BEST MARIO▶RACCOON



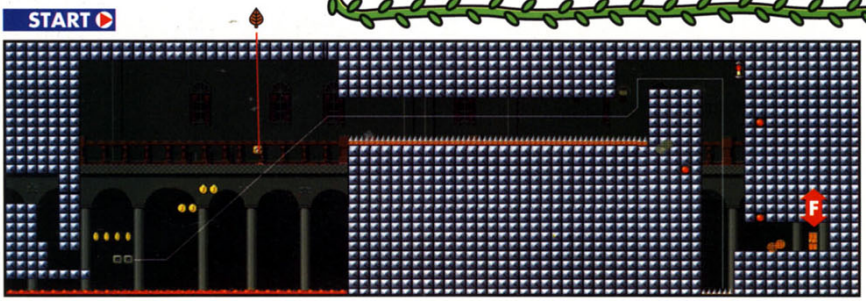
WORLD 6-3

TIME▶300
DIFFICULTY▶E
ENEMIES▶❶❸
BEST MARIO▶RACCOON



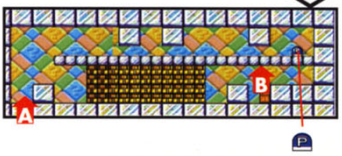
WORLD 6-FORTRESS

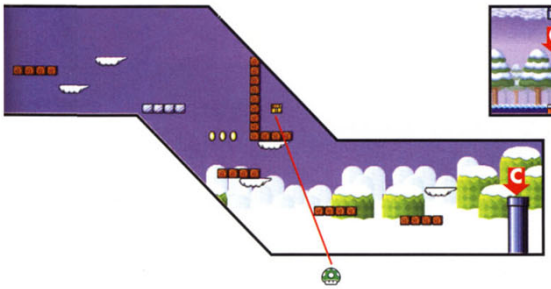
TIME▶300
DIFFICULTY▶D
ENEMIES▶41 48 53 58
BEST MARIO▶TANOOKI



TIME ▶ 300 DIFFICULTY ▶ E ENEMIES ▶ 15 16 19 23 BEST MARIO ▶ FIERY

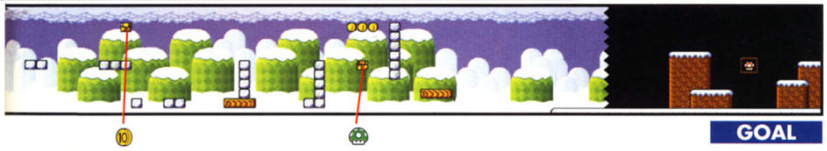
SUPER MARIO BROS. 3





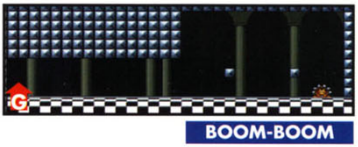
CLIMB FOR A COIN CACHE!

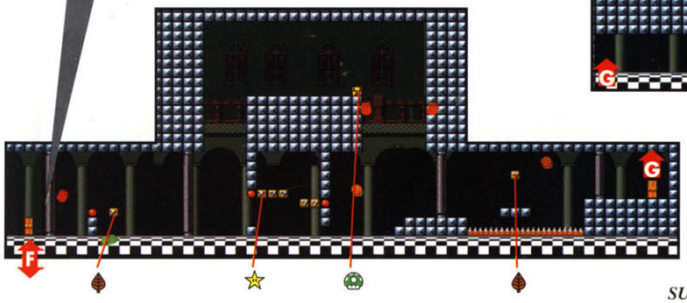
Use a Koopa to make the vine grow. It leads to a room in the sky full of Coins!



RENEW POWER-UPS

You can renew the Power-Up in the ? Block using this door! Get a Raccoon Leaf and fly!

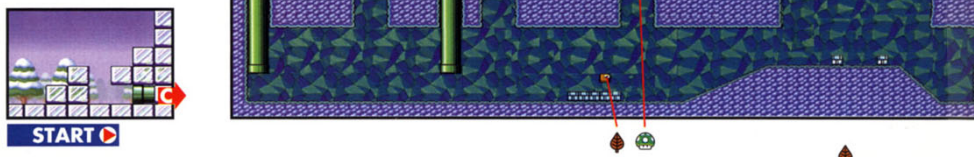




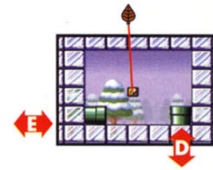
WORLD 6-4

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 22 24
BEST MARIO ▶ RACCOON

WORLD 6-5

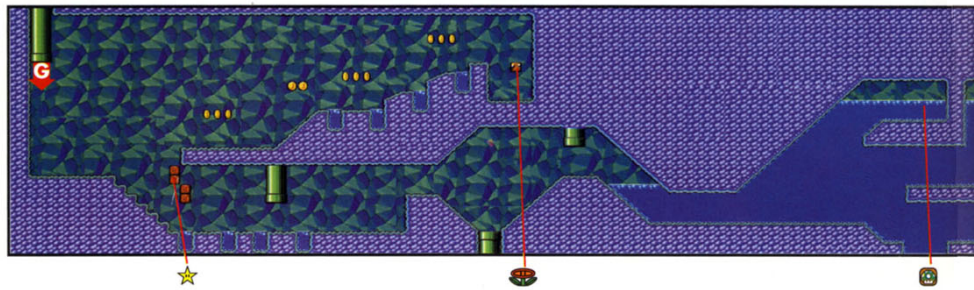


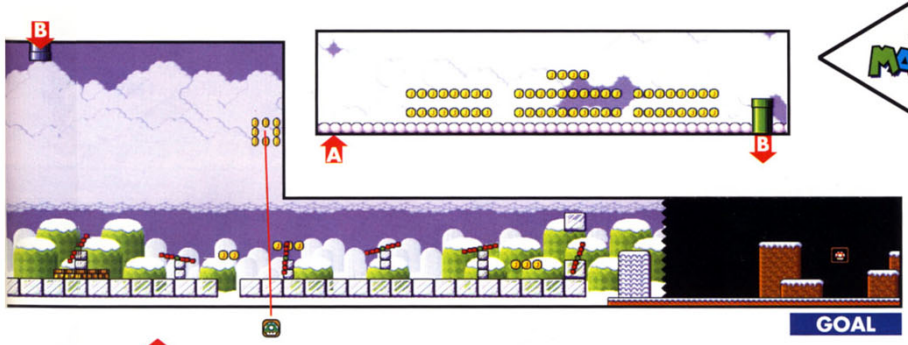
TIME ▶ 400
DIFFICULTY ▶ E
ENEMIES ▶ 2 11 16
BEST MARIO ▶ RACCOON

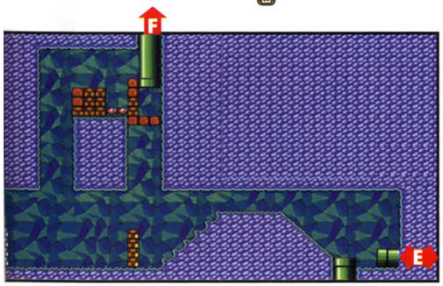


WORLD 6-6

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 16 17 29 47
BEST MARIO ▶ FIERY





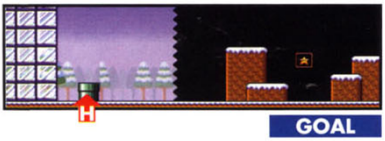


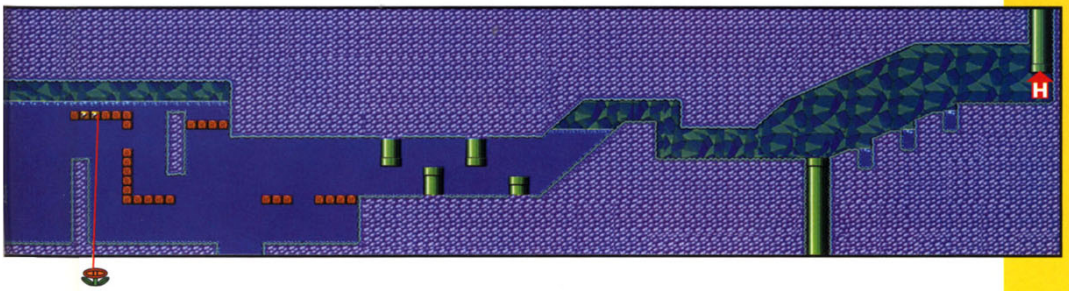
WORLD 6 DATA

WINTER WONDERLAND

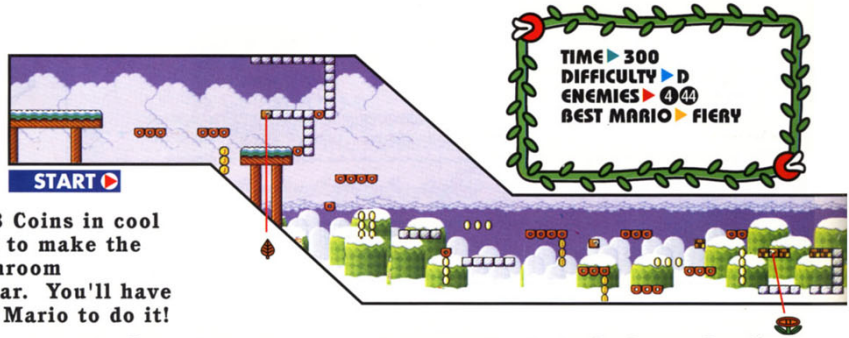
A		D	
B		E	
C			

In World 6-7,collect 78 coins and the White Mushroom House will appear on the map.



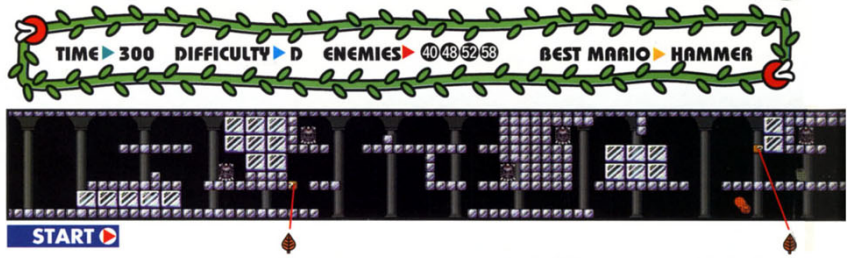


WORLD 6-7

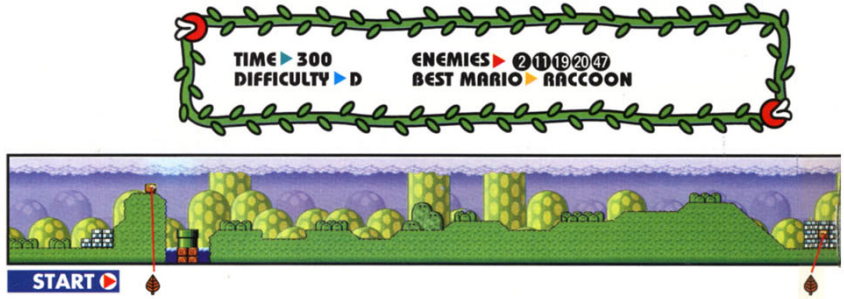


▶ Collect 78 Coins in cool Koopa cash to make the White Mushroom House appear. You'll have to be Fiery Mario to do it!

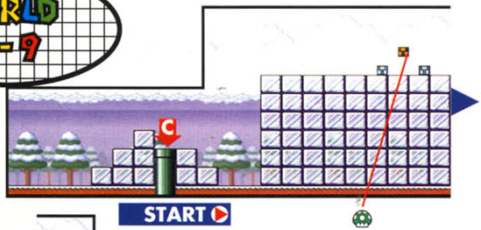
WORLD 6-FORTRESS

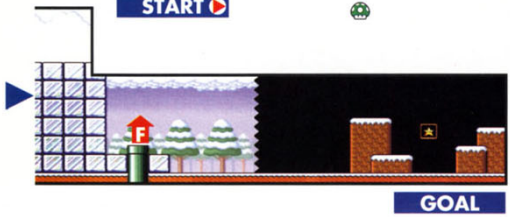


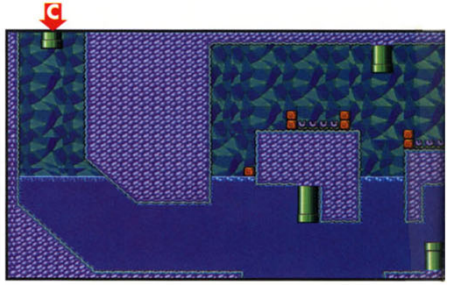
WORLD 6-8

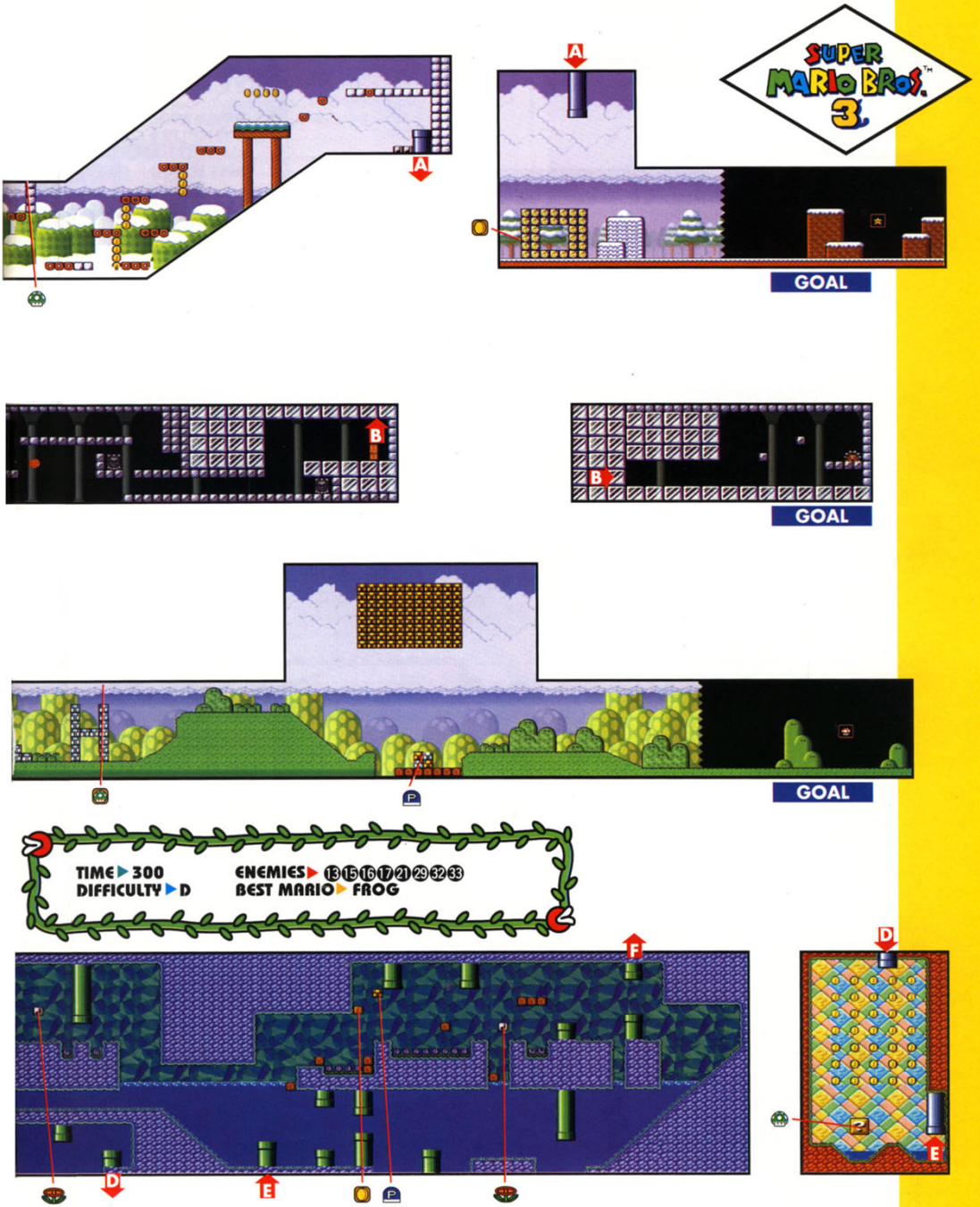


WORLD 6-9



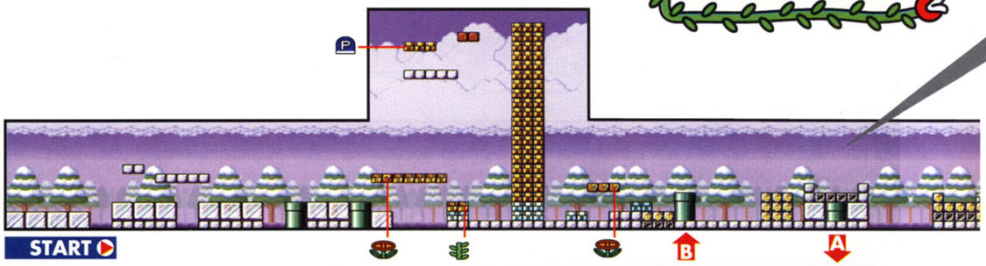




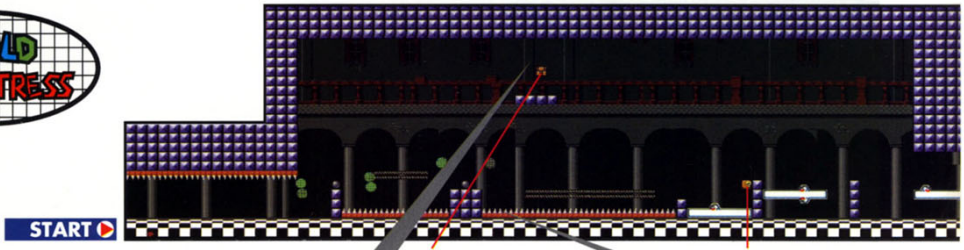

SUPER MARIO BROS. 3
A
A
GOAL
B
B
GOAL
P
GOAL
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 13 15 16 17 21 29 32 33
BEST MARIO ▶ FROG
F
D
E
D
E

WORLD 6-10

TIME ▶ 300
DIFFICULTY ▶ C
ENEMIES ▶ 1 3 11 21 23
BEST MARIO ▶ FIERY



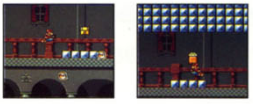
WORLD 6-FORTRESS



TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 40 48 52 54 58
BEST MARIO ▶ HAMMER

FLYING ADVANTAGE

Dash from the start to fly over the Roto Discs, collect a 1-Up and avoid the conveyors.



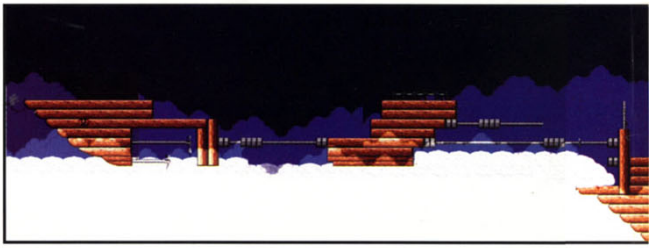
MAGNETIC SPOOK

Attract the Ghost by turning your back, then jump over him when he comes close!

WORLD 6-AIRSHIP

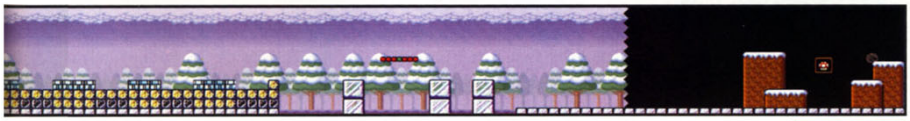
START

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 57 64
BEST MARIO ▶ TANOOKI

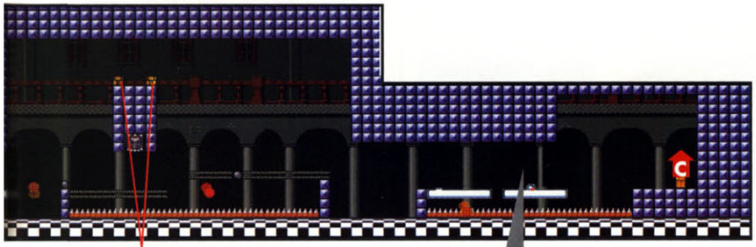


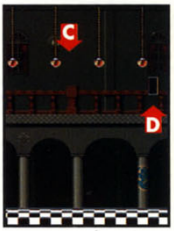
BLAZE A TRAIL TO THE HAMMER SUIT

Hit the Switch Block and run right. Melt the ice with fireballs to gain access to the pipe. A Hammer Suit's inside!



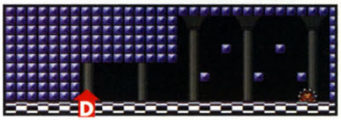
GOAL



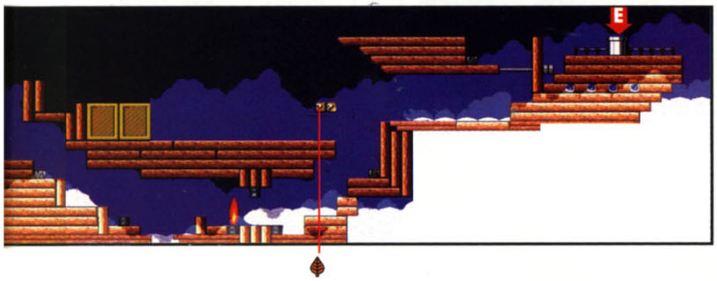


DASH OVER STRETCH!

When Stretch comes close, hold down the B Button as you jump over him and then run all out to the right.

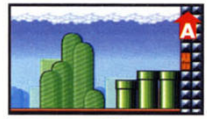


BOOM-BOOM



LEMMY

WORLD 7-1



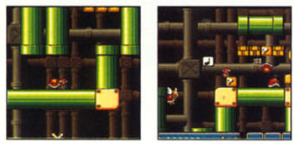
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 1 2 3 7
BEST MARIO ▶ RACCOON

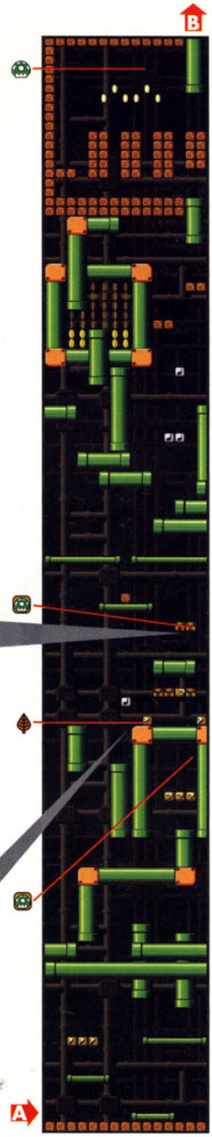
CHASE DOWN THE 1-UP

Make the 1-Up appear and follow it to the right. You should land on one of the lower pipes without losing too much upward progress.

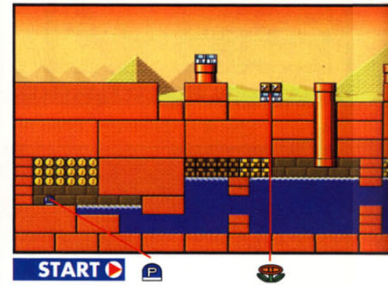
KOOPA DROP BLOCK KICK

Stand on the left ? Block with a Koopa, kick him between the blocks and the Power-Up will sprout under you!



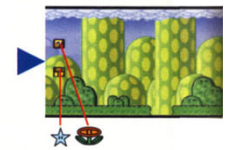


WORLD 7-2



▶ **You can only collect the 46 Coins you'll need to make the White Mushroom House appear if you are wearing the Frog Suit.**

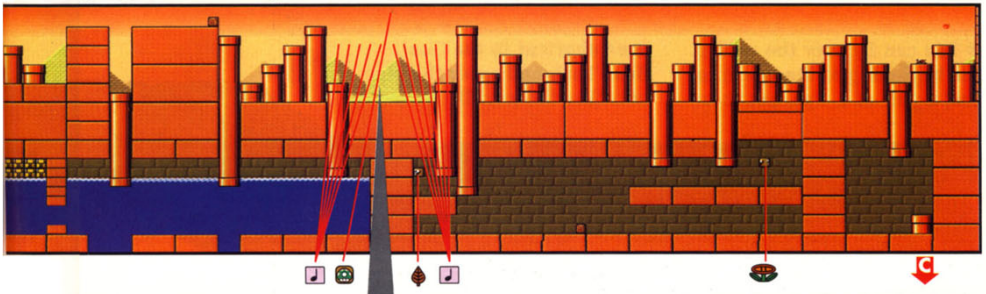
WORLD 7-3



▶ **Invincibility can be yours throughout this world if you act quickly. Hit the ? Blocks while you are invincible, and they will contain Starmen!**

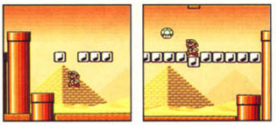
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 4 5 16 20
BEST MARIO ▶ FIERY

SUPER MARIO BROS. 3

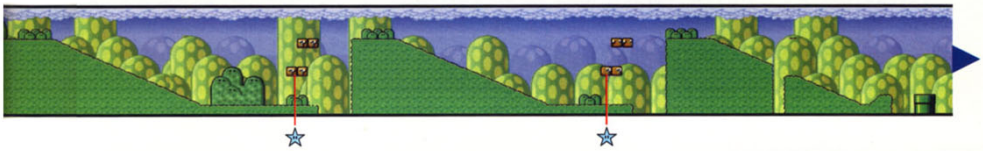


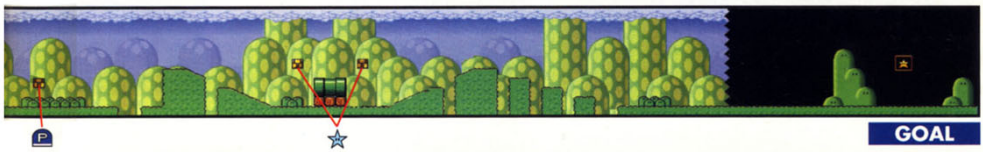
TRAPPED!?

Make all the Note Blocks appear, then exit the area and use the Note Block bridge to continue.



GOAL





GOAL

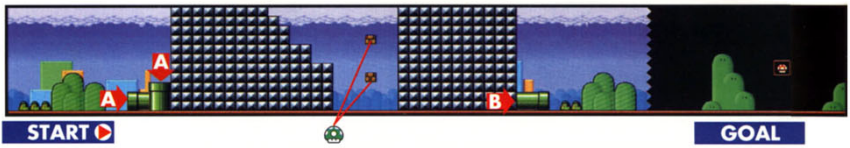
TIME ▶ 300 DIFFICULTY ▶ D ENEMIES ▶ 2 4 14 16 22 38 39 BEST MARIO ▶ FIERY

WORLD 7 DATA

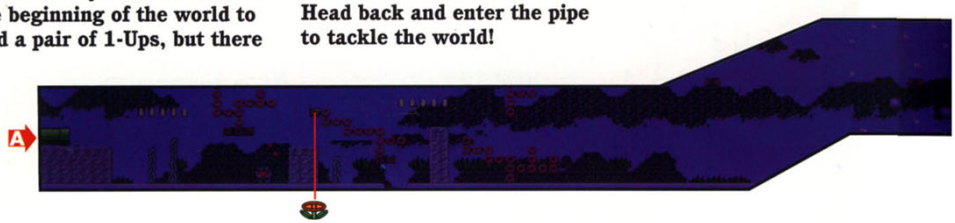
A			
B			
C			

In World 7-2, collect 46 coins and the White Mushroom House will appear on the map.

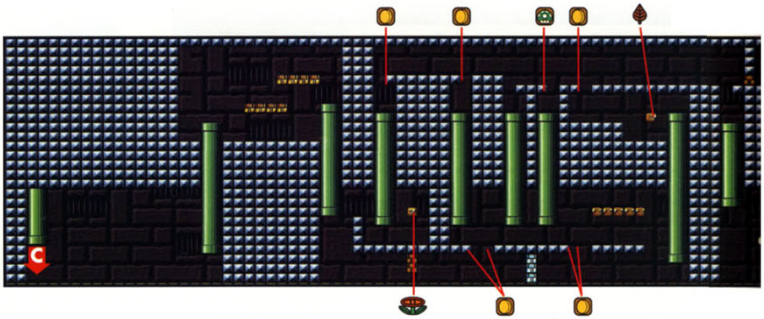
WORLD 7-4



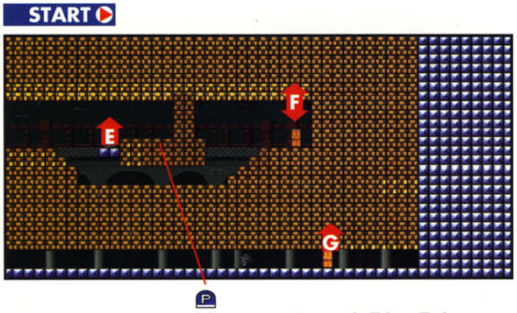
▶ You can fly over the wall at the beginning of the world to find a pair of 1-Ups, but there is no shortcut to the Goal. Head back and enter the pipe to tackle the world!

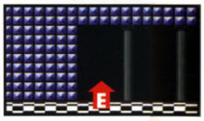


WORLD 7-5

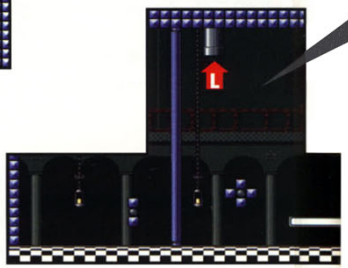


WORLD 7-FORTRESS





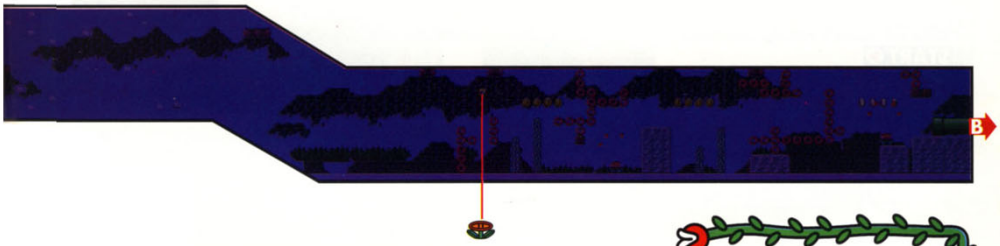
▶ This lonely fortress has only a single inhabitant: Boom-Boom! You can reach his room through Pipe L in the ceiling of the room with the checkerboard floor.

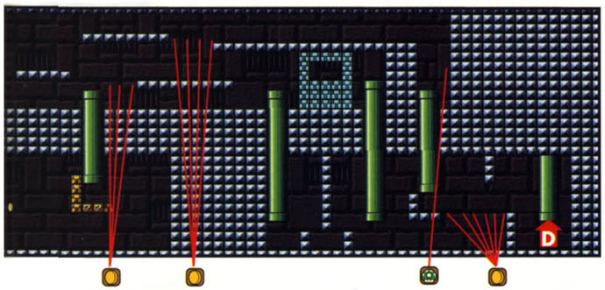


TIME ▶ 200
DIFFICULTY ▶ B
ENEMIES ▶ 58
BEST MARIO ▶ RACCOON

TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 13 31 32 33 42 50
BEST MARIO ▶ FROG

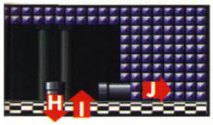
SUPER MARIO BROS. 3

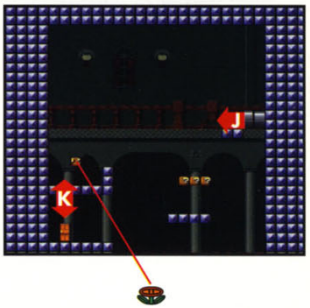




TIME ▶ 300
DIFFICULTY ▶ E
ENEMIES ▶ 1 2 4 14 46
BEST MARIO ▶ RACCOON

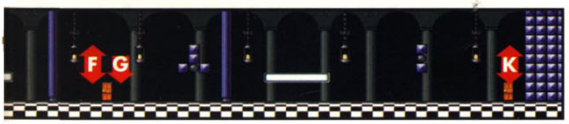
GOAL

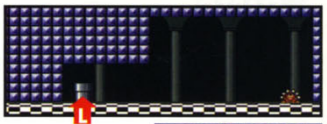




UP, UP AND AWAY!

The doors reset the ? Blocks, so you can Power-Up to the max! Fly to the ceiling pipe and battle Boom-Boom!

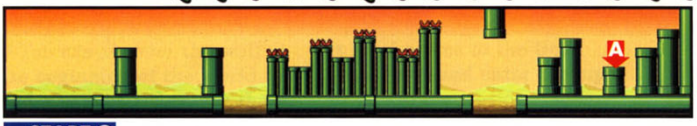




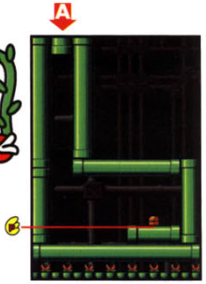
BOOM-BOOM

WORLD 7-PIRANHA PLANT

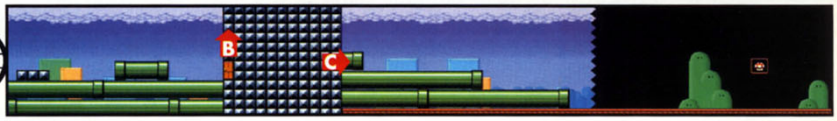
TIME ▶ 200
DIFFICULTY ▶ E
ENEMIES ▶ 15 16 21
BEST MARIO ▶ RACCOON



START



WORLD 7-6



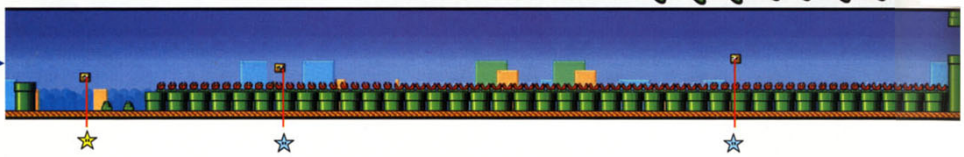
START

GOAL

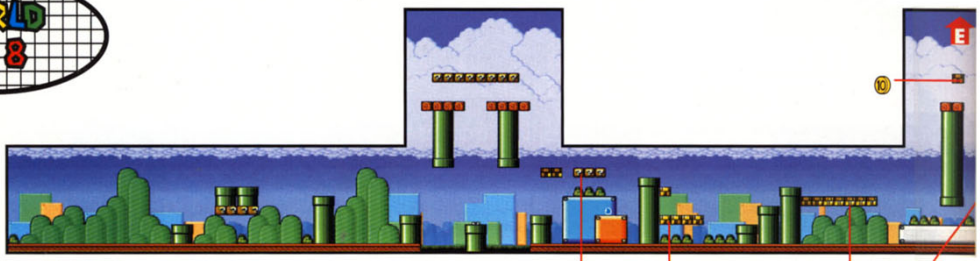
WORLD 7-7

START

TIME ▶ 200
DIFFICULTY ▶ E
ENEMIES ▶ 15 21
BEST MARIO ▶ FIERY

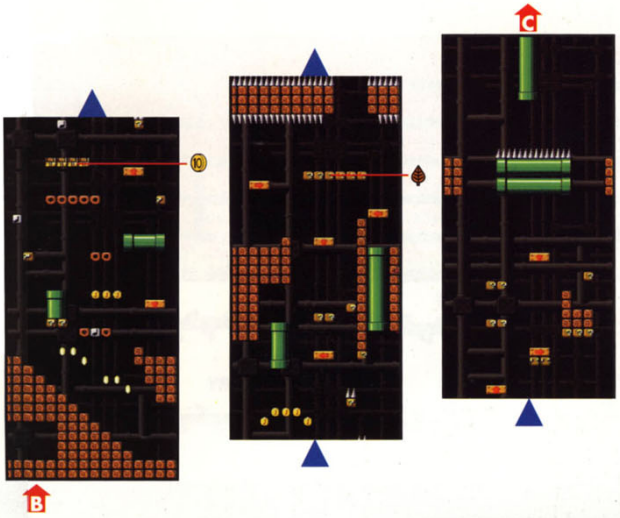


WORLD 7-8



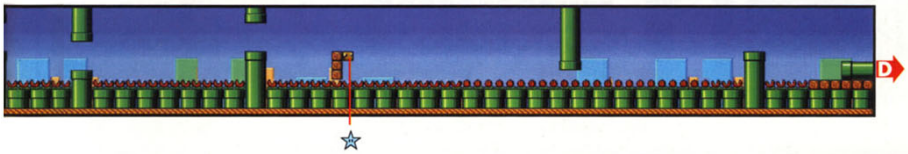
START

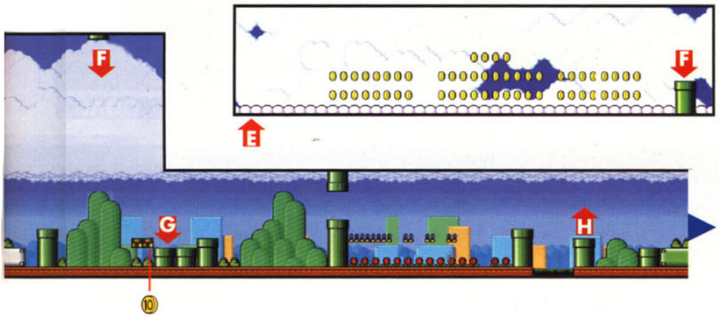
TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 15 16 17 19 20 21
BEST MARIO ▶ FIERY

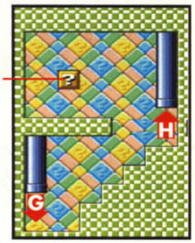


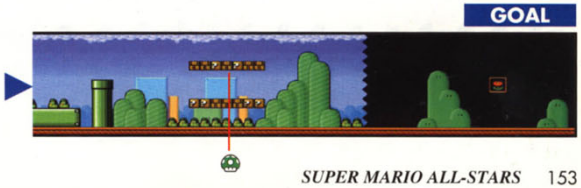
▶ You can use a P-Wing to completely bypass the main room of World 7-6! Fly up and over!

TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 1 2 15
BEST MARIO ▶ RACCOON

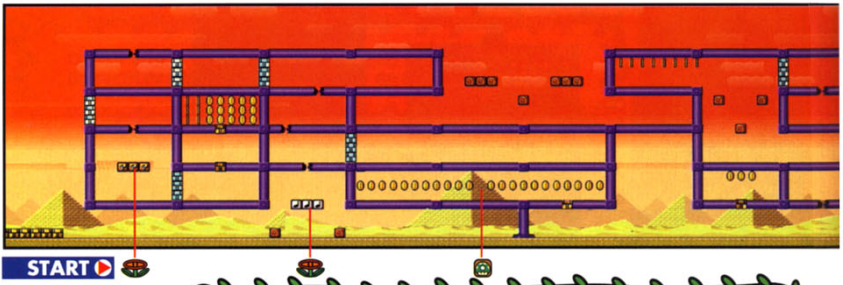








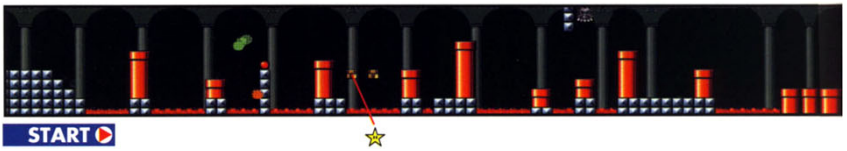
WORLD 7-9



▶ Follow the red line through the pipe maze for the shortest path to the Goal!

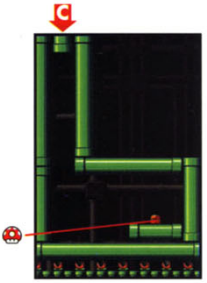
TIME ▶ 300
DIFFICULTY ▶ B
ENEMIES ▶ 4 22 23
BEST MARIO ▶ FIERY

WORLD 7-FORTRESS

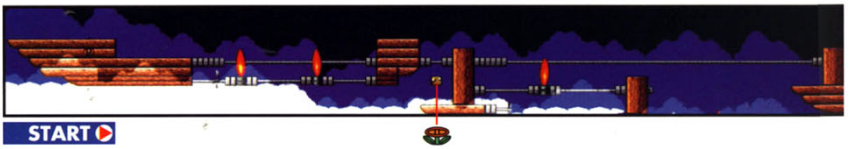


WORLD 7-PIRANHA PLANT

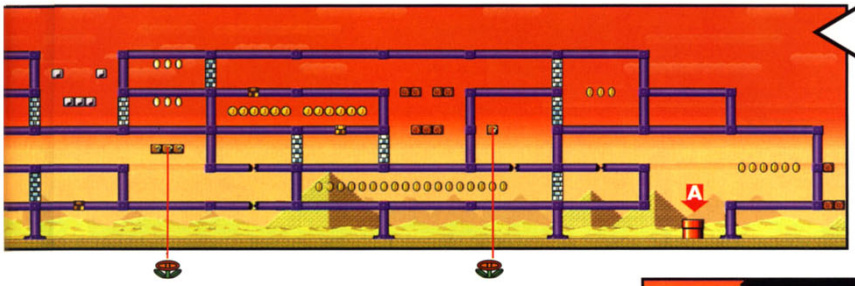
TIME ▶ 200
DIFFICULTY ▶ E
ENEMIES ▶ 3 15 16 17 21
BEST MARIO ▶ FIERY



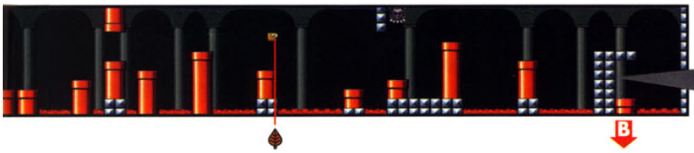
WORLD 7-AIRSHIP



TIME ▶ 300
DIFFICULTY ▶ D
ENEMIES ▶ 49 57 65
BEST MARIO ▶ TANOOKI



GOAL



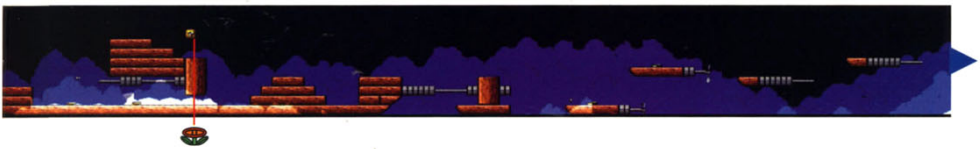
AROUND THE CORNER

Jump up and "bend" your jump around the ledge to reach the pipe.

TIME ▶ 300
DIFFICULTY ▶ D

ENEMIES ▶ 8 15 16 17 40 48 52 58
BEST MARIO ▶ HAMMER

BOOM-BOOM

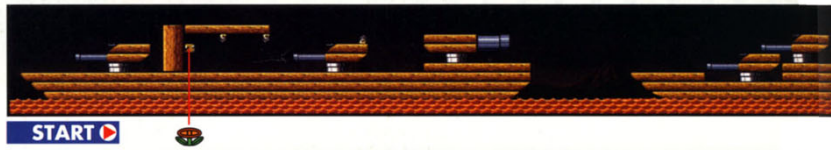


LUDWIG

WORLD 8-BIG TANKS

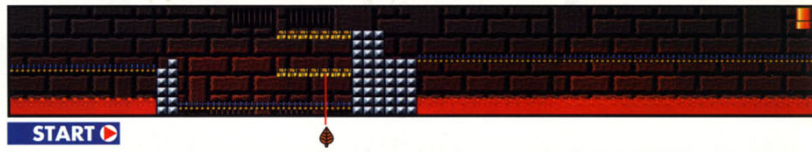
TIME ▶ 300 ENEMIES ▶ 35 49 57
DIFFICULTY ▶ E BEST MARIO ▶ RACCOON

WORLD 8-BATTLE-SHIPS



TIME ▶ 300 DIFFICULTY ▶ E ENEMIES ▶ 49 58 BEST MARIO ▶ RACCOON

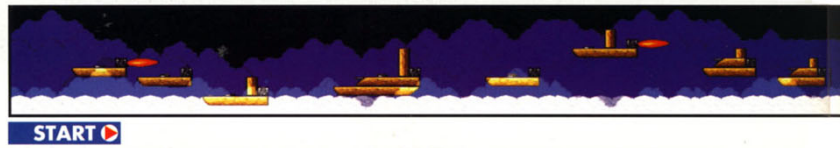
WORLD 8-HAND TRAP



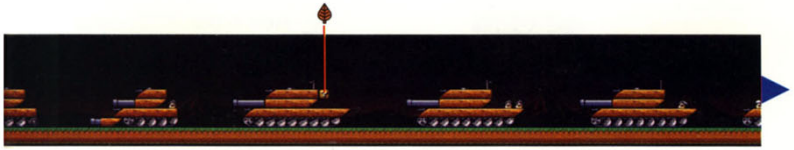
TIME ▶ 200 DIFFICULTY ▶ D ENEMIES ▶ 34 35 36 37 BEST MARIO ▶ FIERY

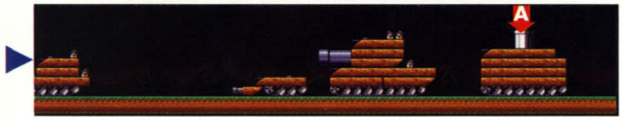
WORLD 8-HAND TRAP

WORLD 8-AIRSHIPS

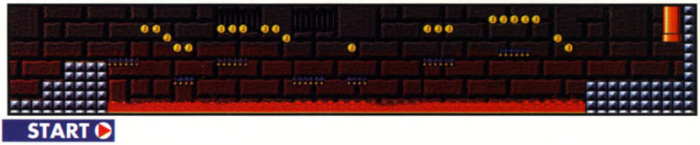


TIME ▶ 300 DIFFICULTY ▶ E ENEMIES ▶ 49 57 58 BEST MARIO ▶ RACCOON



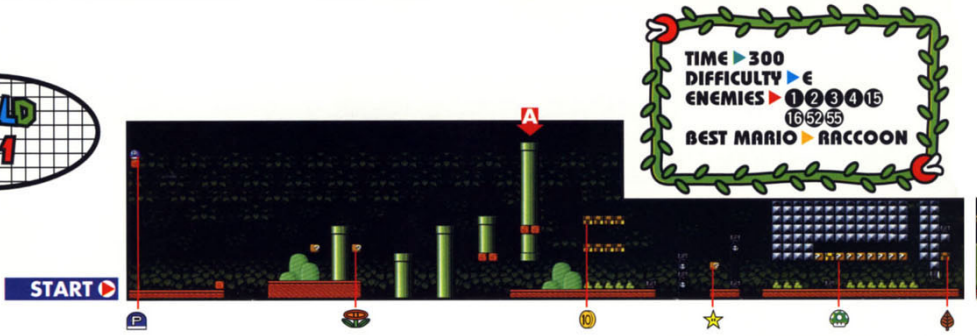


▶ Although you can swim underneath the battleships, it's better to take the dry route if you're Super Mario. It can be difficult to get aboard the ships once you're in the drink!

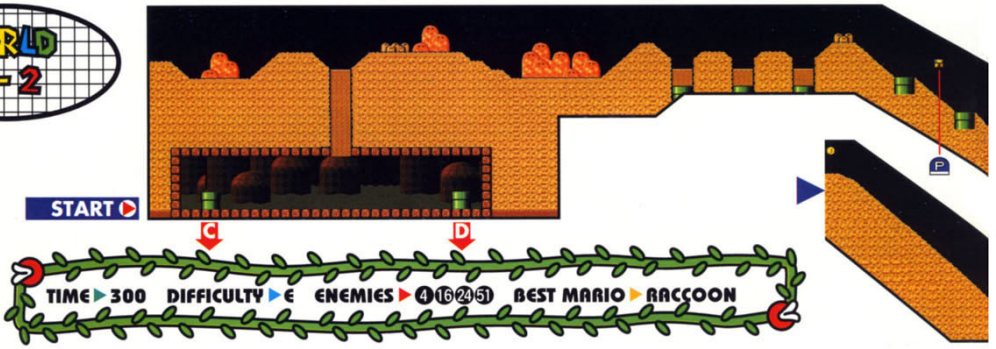


▶ If you have a P-Wing in reserve, it's time to use it! This world can be extremely difficult without unlimited flight power!

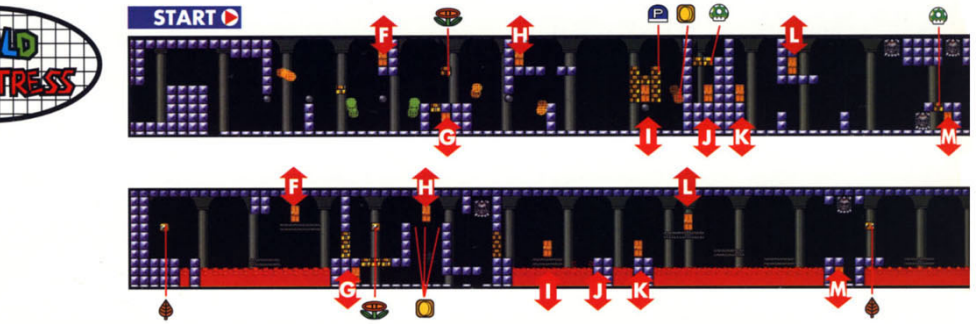
WORLD 8-1



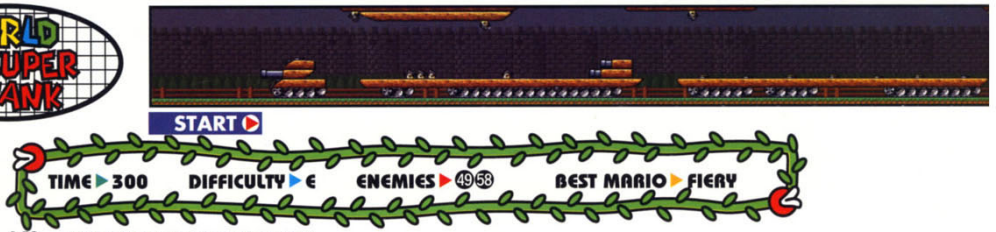
WORLD 8-2

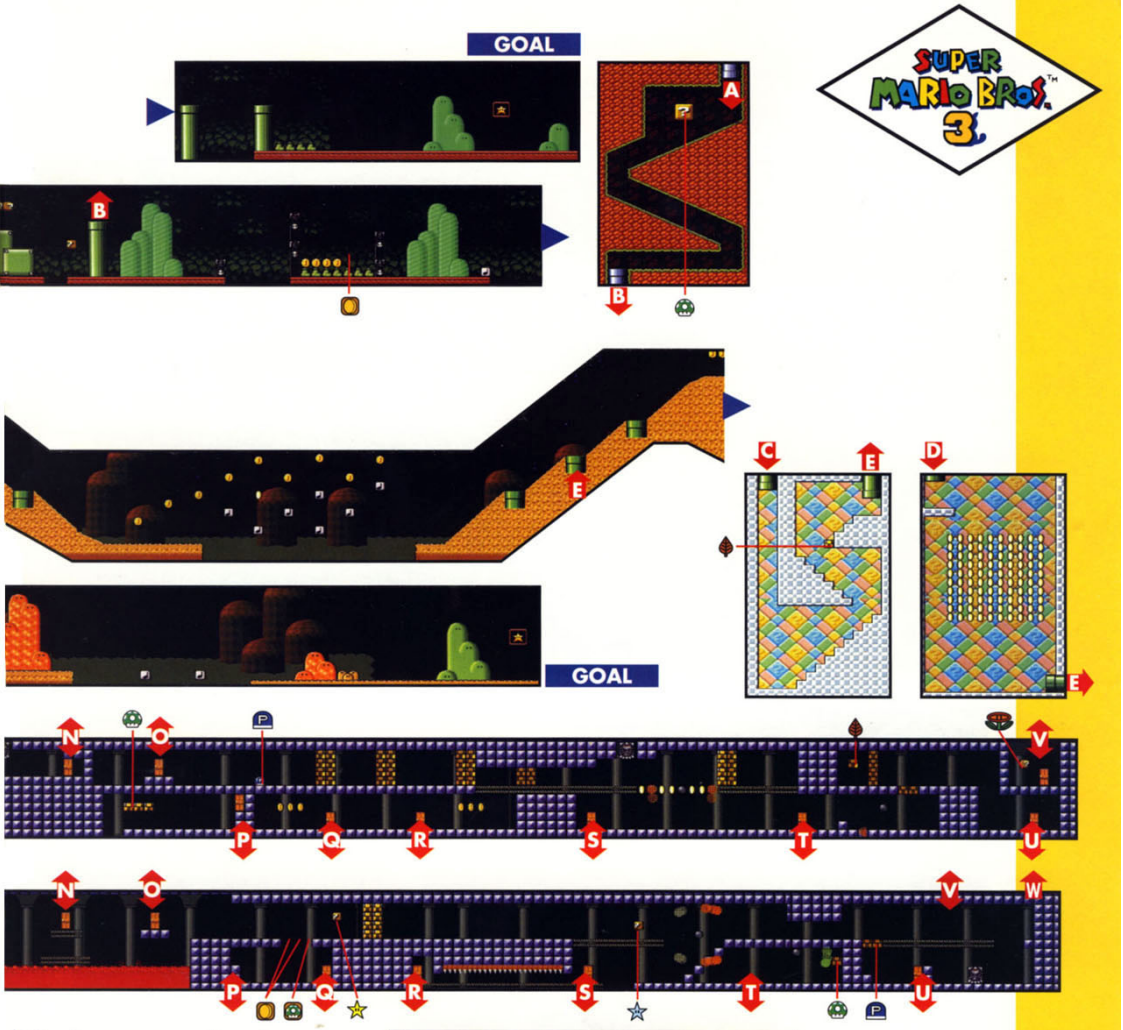


WORLD 8-FORTRESS



WORLD 8-SUPER TANK

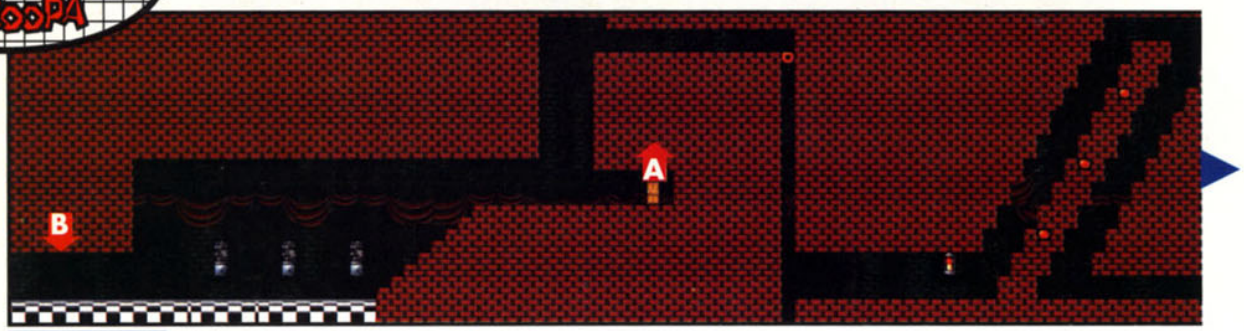




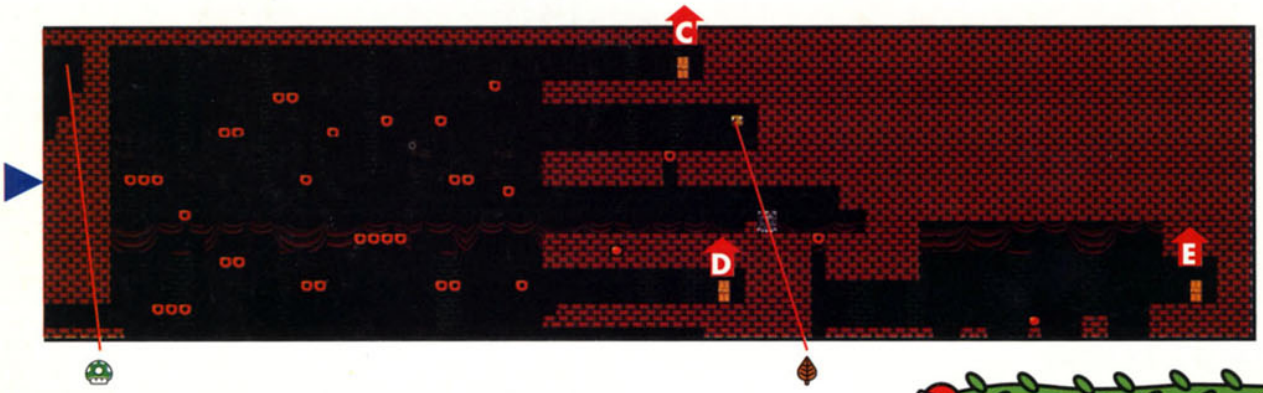
▶ **Explore every nook and cranny of this tricky two-sided fortress!**

WORLD 8-THE CASTLE OF KOOPA

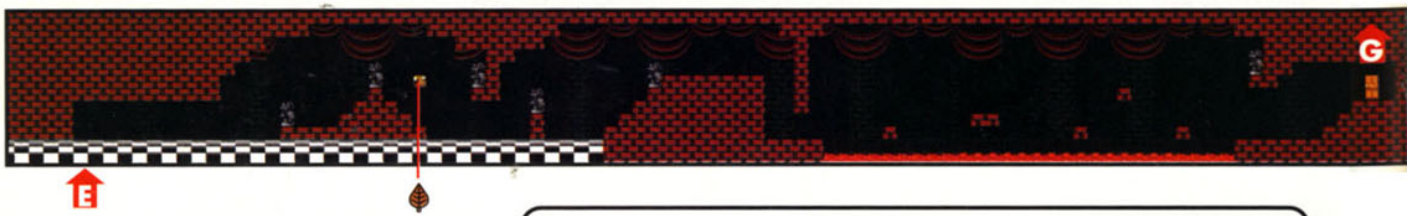
▶ **Bowser's Castle is your final obstacle! Take the high road to the Goal!**



START ▶



TIME ▶ 400
DIFFICULTY ▶ E
ENEMIES ▶ 8 40 41 48 53 66
BEST MARIO ▶ RACCOON



BOWSER

BOWSER

CONQUER THE KOOPA KING

Bowser's own weight will destroy the floor of his chamber as he jumps. Avoid his body slam and fire, and soon Bowser will fall into a hole to his doom!

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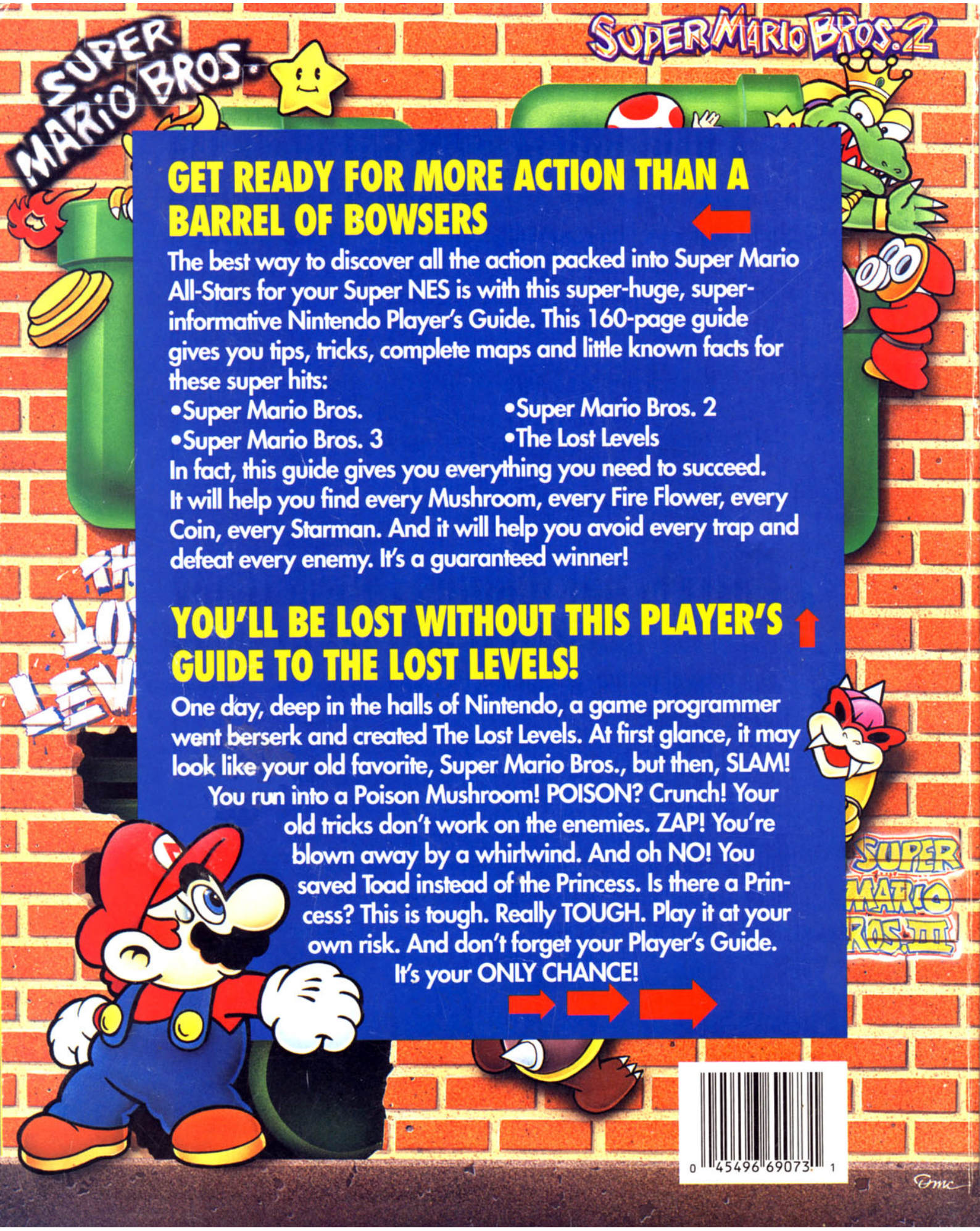

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